ONLY £2.25

BRITAIN'S BIGGEST AND BEST-SELLING SEGA MAG!

MEAN MACHINES SEGA

EXCLUSIVE

SATURN: FULL SPEC



MEGADRIVE

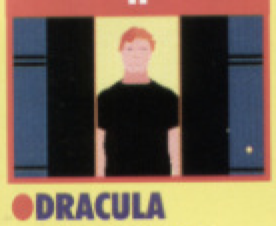
SUBTERRANIA



- PGA EUROPEAN TOUR
- SYNDICATE
- KICK OFF 3
- SINK OR SWIM

MEGA-CD

ANOTHER WORLD II



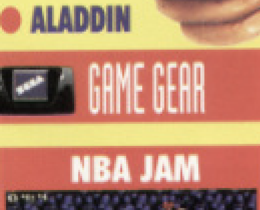
- DRACULA UNLEASHED

MASTER

- ALADDIN

GAME GEAR

NBA JAM



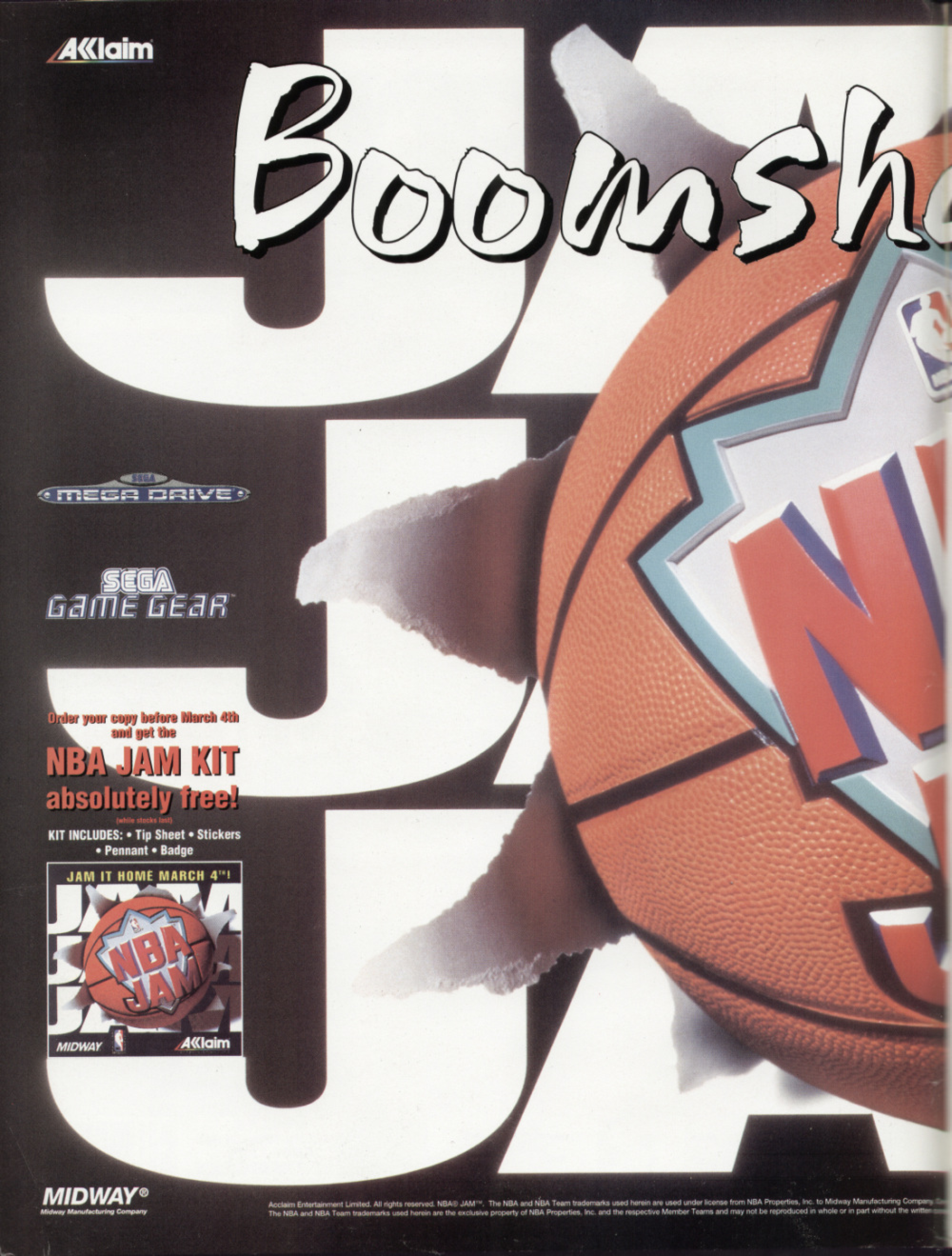
- SONIC DRIFT
- MS PACMAN

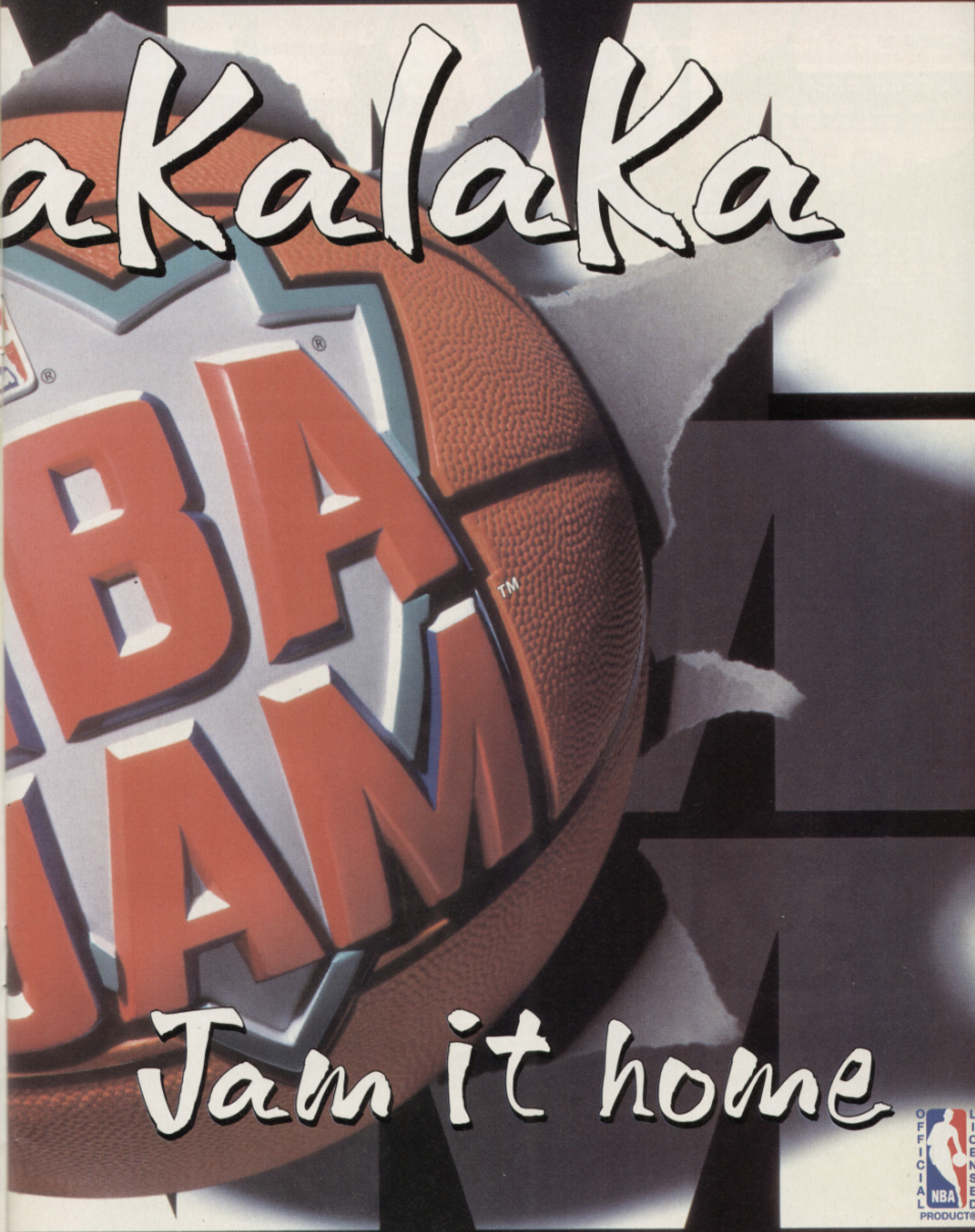


EXCLUSIVE STAR TREK THE NEXT GENERATION SET TO STUN?

FREE! BRILLIANT STICKER SET

US$5.95
6000 LIRE
65.00 Asch
APR NO 18
9 770967 901016 04


Acclaim
Boomsh
MEGA DRIVE
SEGA
GAME GEAR
Order your copy before March 4th and get the
NBA JAM KIT
absolutely free!
(while stocks last)
KIT INCLUDES: • Tip Sheet • Stickers • Pennant • Badge
JAM IT HOME MARCH 4TH!
NBA JAM
MIDWAY
Acclaim
MIDWAY®
Midway Manufacturing Company
Acclaim Entertainment Limited. All rights reserved. NBA® JAM™. The NBA and NBA Team trademarks used herein are used under license from NBA Properties, Inc. to Midway Manufacturing Company
The NBA and NBA Team trademarks used herein are the exclusive property of NBA Properties, Inc. and the respective Member Teams and may not be reproduced in whole or in part without the written



STREET DATE: MARCH 4

CON

COVER STORY

MEAN MACHINES EXCLUSIVE



"Space, the final frontier. These are the voyages of the Starship Enterprise..." As Jean-Luc Picard and his crew beam down to the Megadrive, MEAN MACHINES SEGA were there to meet them for an Exclusive preview of Spectrum Holobyte's spiffy new arcade/adventure. Join us as we enter the Neutral Zone for a battle against the Romulans and their evil associates, gathering information for the most informative preview you're ever likely to see...

28





REVIEWS

MEGADRIVE

THE CHAOS ENGINE 50

The Bitmap Brothers' playable mixture of Gauntlet and Jules Verne reaches the Megadrive courtesy of Microprose. We're not normally a mercenary bunch, but there's something about this game which would make us betray our Mothers...



ART OF FIGHTING 78

SNK's rather smart beat 'em up joins the busy Megadrive fisticuffs scene. But with Street Fighter 2 and Eternal Champions reigning supreme, is it in with a chance?

HYPERDUNK 82
BARKLEY: SHUT UP AND JAM 86
NBA SHOWDOWN 86
COLUMNS III 94
GUNSHIP 94

PGA EUROPEAN TOUR 60

Another chance to tuck your trousers into your socks as EA unveil five new courses and a handful of new play options as PGA is dusted down and brought bang up to date.

SKITCHIN 64
NORMY 68
PRINCE OF PERSIA 74
MUTANT LEAGUE HOCKEY 76



MASTER SYSTEM

ALADDIN 90

Yes, we know there's only one Master System game reviewed this issue, but it's not our fault. Still, at least this one's a bit of a goodie. After all, it could have been a conversion of Péle, couldn't it...

TENTS

EDITO

WHODUNNIT

EDITOR
STEVE 'Boldy Going Mad' MERRETT
ASSOCIATE EDITOR
LUCY 'Secret Project' HICKMAN
ART EDITOR
OSMOND 'Calm' BROWNE
PRODUCTION EDITOR
GUS 'Spudhead' SWAN
DESIGNER
CLAIRE 'Fan Letter' COULTHARD
CONTRIBUTORS
RADION 'Stroppy Get' AUTOMATIC
PAUL 'Gunstar' DAVIES
GROUP AD MANAGER
MELANIE 'Bullied' ROBERTS
DEPUTY AD MANAGER
MARIE 'I Know It's Late, But' LAWLOR
PRODUCT MANAGER
NICOLA 'Available' BENTLEY
PRODUCTION ASSISTANT
VICKY 'Favourite Cracker?' JACOBS
PUBLISHER
MARC 'Check And Check Again' SWALLOW
SPECIAL THANKS TO: .Our old muck-er, George at ICE Distribution (0302 340079). he's great you know, a real buddy. Someone you can rely on.

EDITORIAL CREVICE: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6701
SUBSCRIPTION ENQUIRIES: 0733 64146
PRINTED BY: COOPER CLEGG
COLOUR: COLOUR-TECH, GRAPHITE
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

SUBSCRIPTION RATES (12 ISSUES)
United Kingdom and BFPO: £27.00
Overseas Surface Mail: £34.00
Airmail Europe and Eire: £37.00
Airmail Zone 1: £60.00
Airmail Zone 2: £69.00

COMPETITION RULES

EMAP IMAGES staff, families, friends and anyone they know cannot enter competitions. Still, neither can the people offering the prizes, so that's fair. Mind you, the rules don't say anything about pets not winning, so my Sister's cat, Jasper, could still enter. Probably.

THE OBSCURE BIT

Hey, all you rotten so-and-sos going out and building places to live on our soft fruit bushes, just pack it in Ok. Thanks to you we're out of the World Cup...



Greetings, and welcome to this rather smart issue of MEAN MACHINES SEGA. With Valentine's Day out of the way, we're obviously buried under all the cards our admirers have sent (yeah, right), but have fought valiantly to ensure this issue is even better than our past efforts. Thus, not only do we boldly go where no man has gone before in our exclusive Star Trek: Next Generation preview, but we also unveil Core's superb Chuck Rally and EA's Syndicate in all their glory. On the review front, things are a little quiet, but the Mega-CD front is bustling with the likes of Dracula Unleashed and Mystic Mansion keeping us busy and finally showing us what the Mega-CD can do.
Before I sign off and let you get on with this month's excellent issue, I'd just like to send a big hoorah to the chaps at Codemasters who have announced a series of carts for just over twenty quid. Nice one lads, let's hope the others follow suit...
STEVE

FACIALLY-CHALLENGED

It has to be said that some of the people at EMAP are pug-ugly. Not us, of course, because we're all dead dreamy and stuff. In fact, there are certain members of the EMAP staff who are so facially-challenged they could be ugly for England. However, we reckon that there are bound to be people even uglier than them. Thus, if you know somebody who could curdle milk just by looking at it or even if you could do it yourself drop us a line and photo, you could even win a prize. Perhaps. Send your pics to:
I AM NOT AN ELEPHANT, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU





STRANGE BUT TRUE

This picture of a rather strange device landed on Steve's desk the other day, and we just felt that we had to share it with you. Tee V Golf is a unit which plugs into the American Genesis unit and allows the player to play the likes of PGA Tour and its sequel using a specially-created light-sensitive golf club! Just think, instead of pressing the B button to time your shots to perfection, you can actually swing like the pros! It's doubtful that it'll ever see the light of day over here, but doubtless several thousand parents and their ornaments are breathing a sigh of relief.

▲ ***Apparently when ladies tee-off with the 'Tee V Golf' they're allowed to stand 10' closer to the screen.***

RIAL



FIVE URBAN MYTHS

Ever heard of an urban myth? It's a story which a mate will tell you, which has always happened to a mate of a mate, or a distant relative twice-removed. If you've ever heard these, you'll know what we mean...

1. The woman in a cinema eating Kentucky Fried Chicken. When she's finished and leaving the cinema, people scream because she's got blood all around her mouth. Apparently, she'd eaten a rat which had fallen into a deep fryer and had been served by accident. Yeah, right.

2. Man on a train craps himself. Seeing a men's wear store just next to the station, he runs into the shop and buys the first pair of kecks he can find. Grabbing the bag, he gets back on the train and throws his skiddy pants and trousers out of the window. On opening the bag, he finds a cardigan...

3. A couple return from their holiday to find their flat completely empty thanks to some rather efficient burglars. On searching the place, all they find left are their toothbrushes and a camera. After retiring for the night after brushing their teeth, they notice the camera has been used and hit upon the idea of developing the film for clues as to what the burglars may look like. When the film is returned, the pictures show two rather hairy bums with the toothbrushes inserted into them!

4. A couple of newly-weds and their dog move into their new house. As they're busy unpacking, their dog comes back with a dead rabbit in its mouth. Spotting next door's empty hutch they panic and head off into town to buy an identical replacement. Waiting until its dark, they put it back in the hutch thinking they've got away with it. Next morning, they're wakened by the neighbours' kid screaming about their rabbit. Rushing down to see what all the commotion is about, the kid's Dad explains that the little mite was rather shocked to see Floppsy back as they'd only buried it yesterday!

5. A school's ugly duckling is invited on a date by the local hunk who says he'll pick her up later that night. As she's rather nervous, her bum's producing a series of particularly vile anal announcements. As he returns to the driver's seat after opening the door for her, she lets one go and quickly opens the window to waft it out. As he gets in, he then proceeds to introduce her to the other couple in the back of the car.

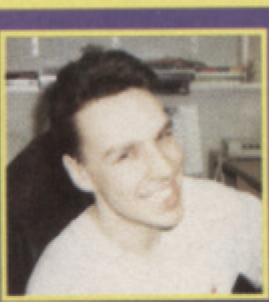
AND FINALLY...

Claire and Lucy have a special message for the odious 'Clive Fogelman' who sent us a charming little missive (the contents of which cannot be described in a family magazine) — "It would take a lot more than a Megadrive, matey".

THE TEAM

"You must remember this. A kiss is just a a kiss." (what crap). Having got Valentine's Day out of the way and being forced to listen to just how many cards all the girls in the office got, we thought we'd share our first romantic experiences with you. Well, the first kisses anyway...

STEVE 'MANGLED MOLARS' MERRETT



"My first snog was when I was about eleven or twelve, and stood a mere 4' 10" in my white-socked feet. It was at a school disco with a girl called Catherine who towered above me and, when we were kissing, her mouth was so much bigger than mine that her teeth scraped along the side of my molars! And she had a brace which sliced my gums open, too! Needless to say we weren't an item for long..."

CURRENT FAVE GAMES:SOULSTAR, FIFA, SUBTERRANIA

LUCY "ALLO 'ALLO' HICKMAN



"I was eleven and got off with a French exchange student at the school disco. He asked me to go with him for a walk and stuck his horrid pudgy lips all over my face. I was having real trouble breathing because of his clamped kisser, and then he stuck his tongue down my throat! All this and garlicky breath, too hardly the most romantic thing I've experienced..."

CURRENT FAVE GAMES:COLUMNS 3, CHAOS ENGINE, SYNDICATE

OZ 'EATEN ALIVE' BROWNE



Oz was nineteen when his clash of dentures took place — with a girl called Carolyn. "The setting was perfect", says our Romeo Art Ed. "The stars were shining, and my stomach went all funny as she moved closer." Sounds idyllic. "She was like a flippin' cannibal, though," he continues, "and was so vicious that I thought she was gonna eat me!"

CURRENT FAVE GAMES:STREET FIGHTER 2

ANGUS 'CRADLE-SNATCHER' SWAN



Cradle-snatcher Gus was fifteen when he was dating a girl called Rosalyn three years his junior. "When I kissed her, she got a vice-like grip on my teeth like the Alien in the films, and was grinding away at the back of them. After this, I thought that was the way everyone kissed and promptly smashed the teeth of all the girls I dated afterwards!"

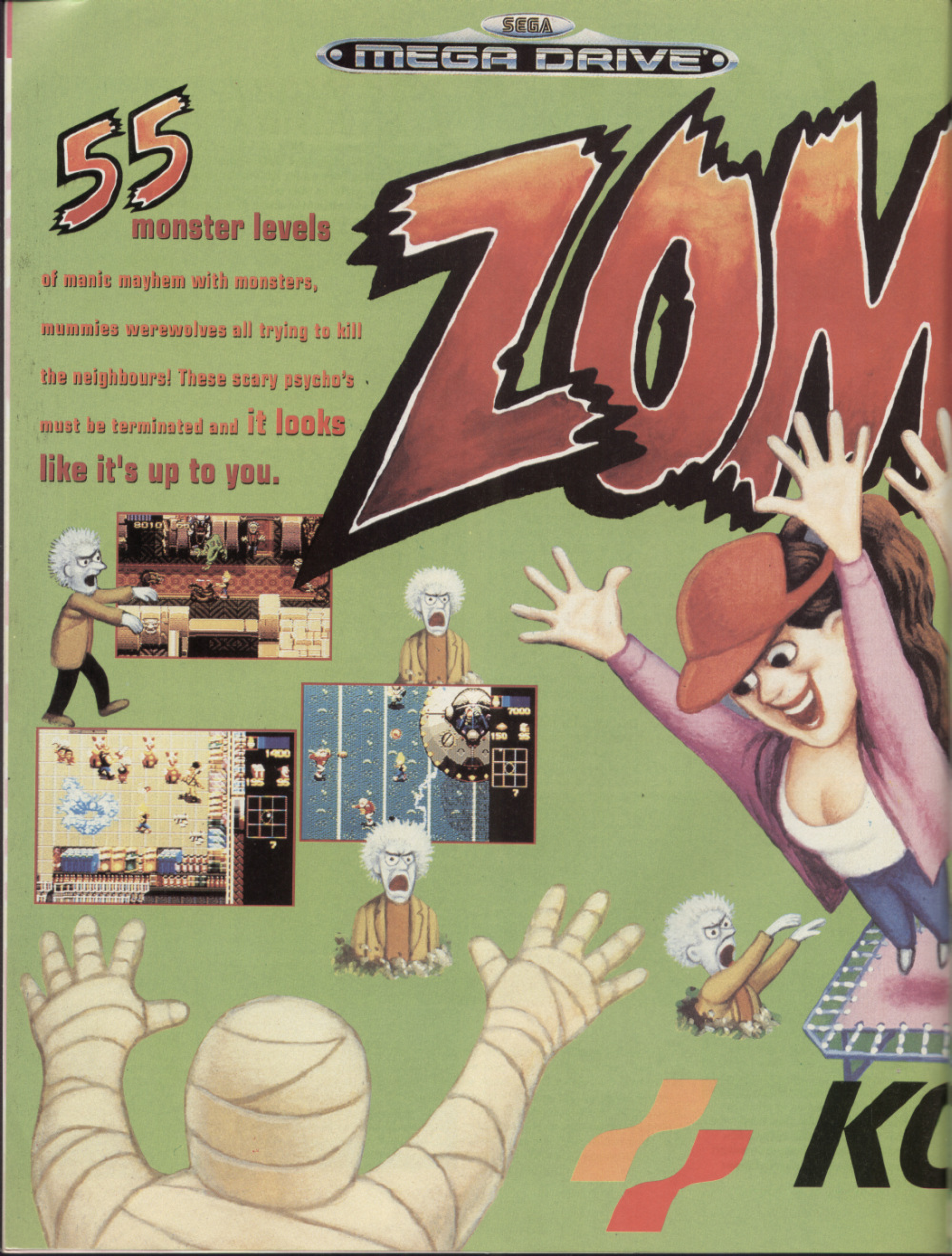
CURRENT FAVE GAMES:SUBTERRANIA, GUNSTAR HEROES, SONIC 3

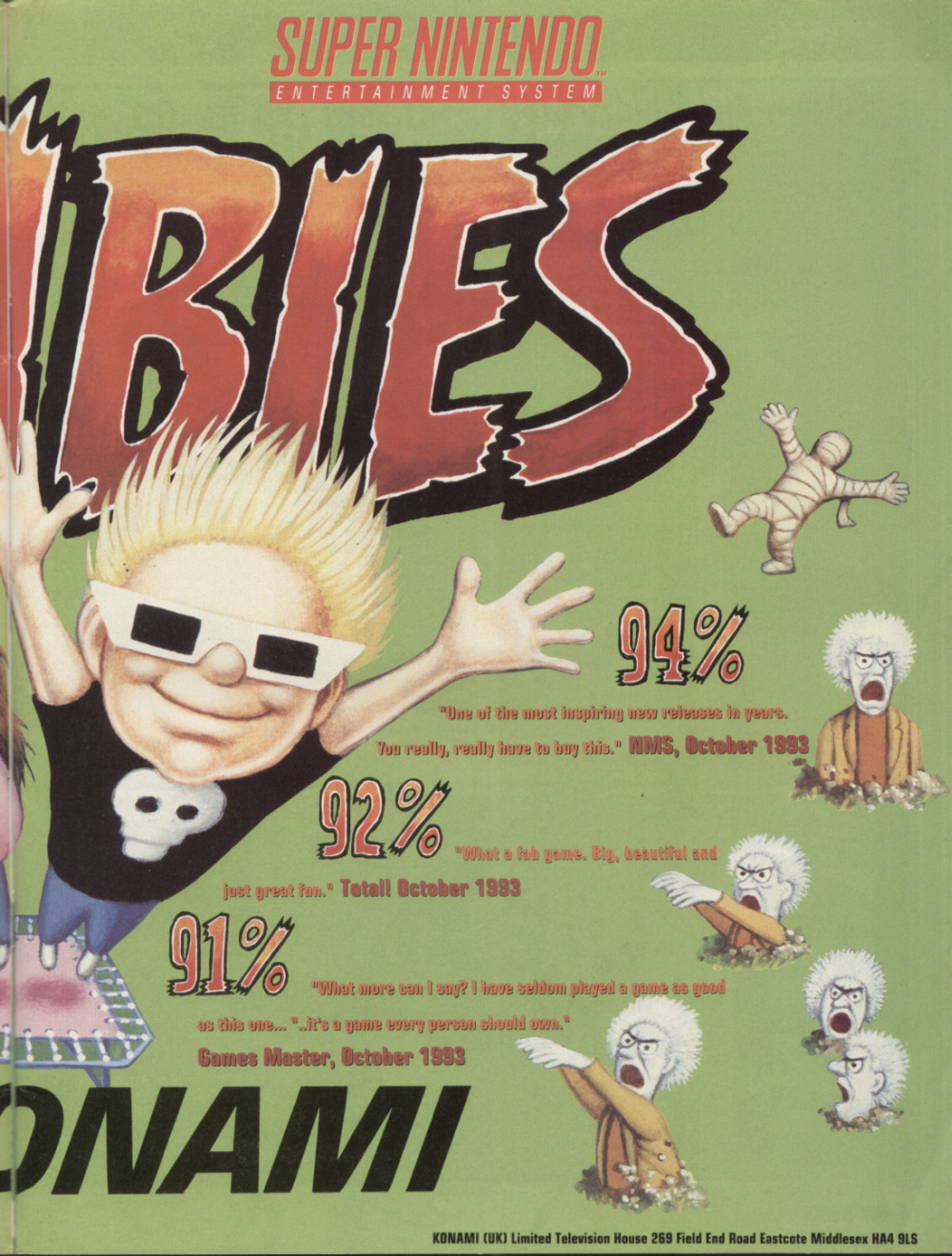
CLAIRE 'PRIM' COULTHARD



"I was going out with this boy called Trevor for two days and he offered to walk me home. When we got there he wanted a kiss, and I said no and he went off in a huff. At school the next day, though, he'd obviously told people because there were horrible things written about me being frigid on the blackboard..."

CURRENT FAVE GAMES:SKIPPING, DOMINOES


SEGA
MEGA DRIVE
55 monster levels
of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

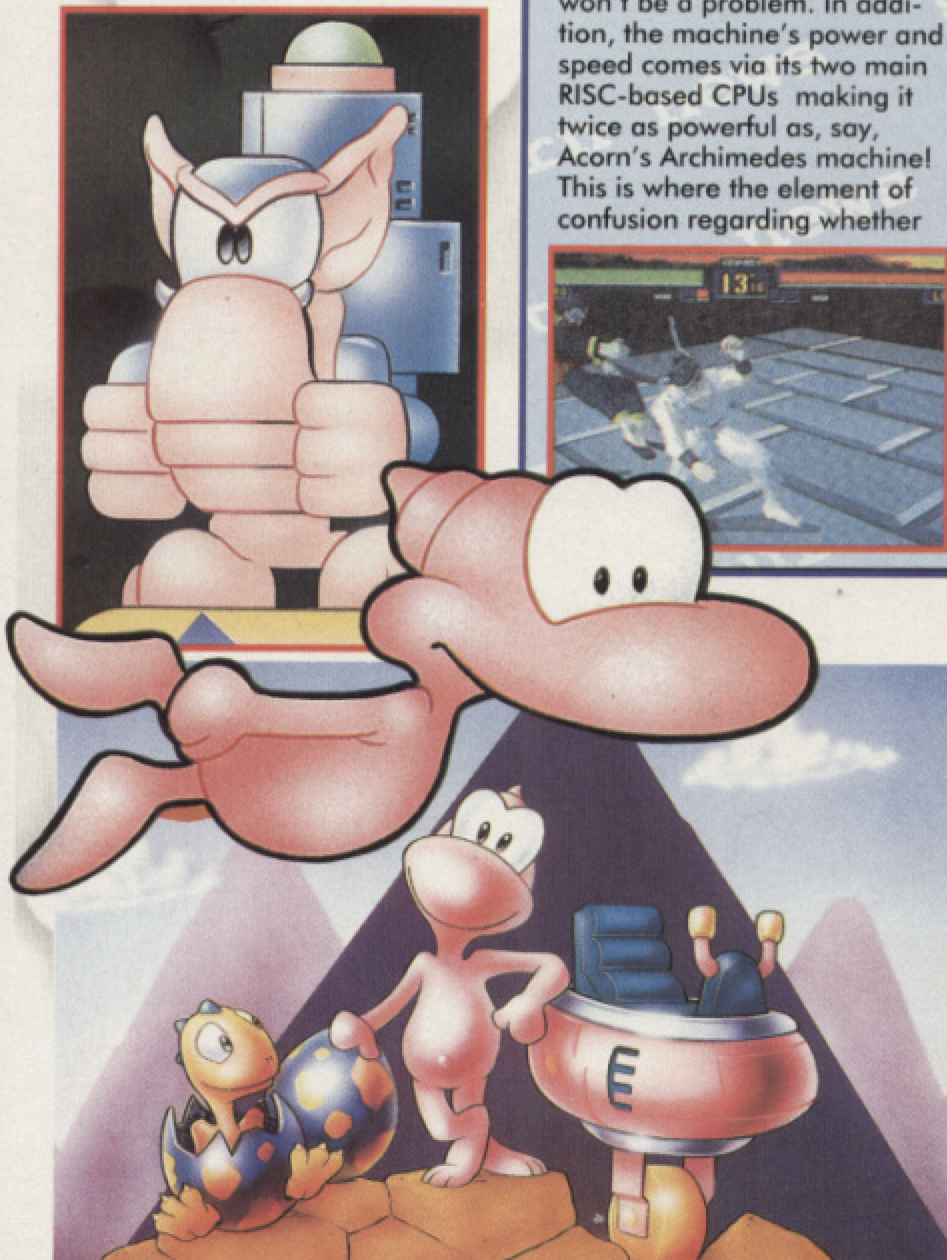


SUPER NINTENDO
ENTERTAINMENT SYSTEM
BIES
94%
"One of the most inspiring new releases in years.
You really, really have to buy this." NMS, October 1993
92%
"What a fab game. Big, beautiful and
just great fun." Total! October 1993
91%
"What more can I say? I have seldom played a game as good
as this one... "..it's a game every person should own."
Games Master, October 1993
ONAMI
KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

HANKY-PINKIE

- NEW MACHINE
- BY TENEGEN
- MEGADRIVE

Could this be the Megadrive's answer to Chitty-Chitty-Bang-Bang? Pinkie, the newie from Tengen, stars a cutesy pink alien who tours a number of alien-filled stages in a Chitty-style vehicle. From the relative safety of the driver's seat, he can punch, jump and generally steamroller the many foes he faces as he searches for the end of the stage. The game is being developed by Millennium for Tengen and very little exists aside from a few sketches and the basic sprites.

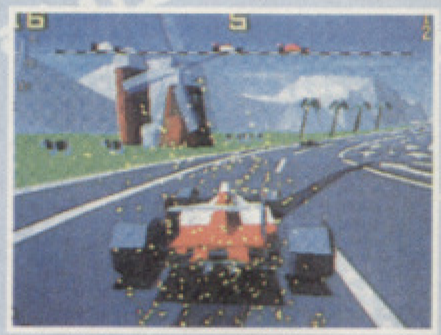


SEGA'S SATU

- NEW MACHINE
- BY SEGA
- SATURN



After months of speculation, MEAN MACHINES SEGA can finally reveal the exact specifications of Sega's forthcoming Saturn machine. Despite initial reports that the machine is solely CD-based, the Saturn in fact can house both cartridges and CDs, although the machine's huge memory base means that it will be able to store more than the Mega-CD so annoying loading pauses won't be a problem. In addition, the machine's power and speed comes via its two main RISC-based CPUs making it twice as powerful as, say, Acorn's Archimedes machine! This is where the element of confusion regarding whether the machine would be 32 or 64-bit came from. Both RISC processors are 32-bit, but two of these still don't double its power.
In terms of graphics, the Saturn can produce 16,777,216 colours, of which 2048 can be produced at any one time and if you thought Virtua was looking



impressive, the machine can display up to moving 800,000 polygons at once, each of which can also be shaded without a loss of speed.
A source also told us that the machine is powerful enough to

SONIC KART?

- NEW GAME
- BY SEGA
- GAMEGEAR

Once again, Sonic and his mates are heading for the Game gear this time in a racing game which is provisionally-entitled Sonic Drift. Starring Sonic, Tails, Robotnik and Amy, Drift uses the customary behind vehicle view as Sonic and Co whiz around a series of tortuous courses. Each of the characters has been given special moves Sonic has a handy

RN – FULL DETAILS!



▲ *The Saturn. Probably. If looks could kill, this would be the Dr. Crippen of console gaming.*

recreate entire video sequences with absolutely no loss of colour or clarity whatsoever. Thus, whereas Night Trap looks grainy on the Mega-CD, if there was to be a Saturn version it would be a VHS-quality image! In addition, the Saturn can also handle six scrolling backgrounds virtually effortlessly. Sound impressive? Well, just to round things off, the machine has 32 sound channels and imagine a game like Gunstar Heroes jazzed up to make the most of that!

In terms of price, Sega of Japan are probably looking somewhere in the region of 80,000 Yen (roughly £450 also it may cost more in the UK). Similarly, we have also been lead to believe that the games will cost in the region of 30,000 Yen (around the £140 mark), although this is subject to change.



▲ *Saturn polygons produce an incredibly life-like image of the rear end of a flying thingy.*



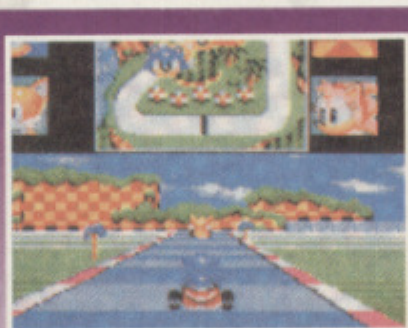




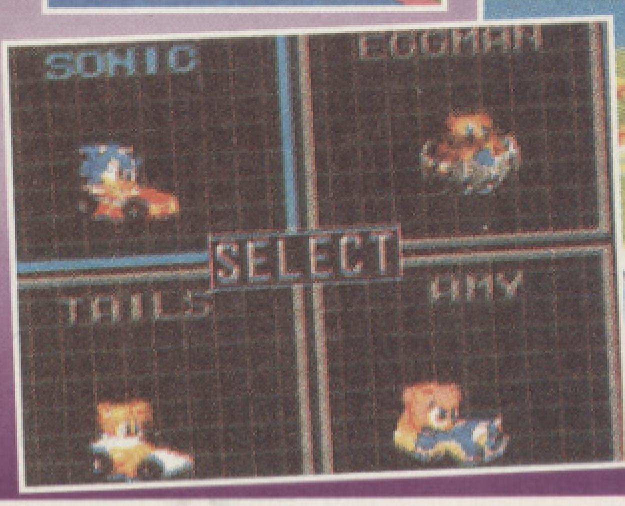








burst of speed, for instance, whilst Tails can jump and the cart will feature three separate race styles. The first is a simple race against the clock, whilst six wins are needed for the Chaos GP. In addition, looking particularly nice is the Battleplay idea where the characters bundle in for a battle to the death.





▲ *Sonic Karting will sweep the nation more effectively than Mrs Doubtfire with a broom up her jacksi.*

FRANKEN-LY, MY DEAR



- NEW GAME
- BY CODEMASTERS
- MEADRIVE

Codemasters have just signed a deal with Elite to convert their better titles to the Megadrive. The first of these is Joe And Mac: Caveman Ninja, but also on its way is Doctor Franken. The everyday story of a mad scientist, Franken sets the player the unenviable task of retrieving the scattered body limbs of his latest monstrous creation. However, the locals don't like strangers 'round 'ere and promptly try to bump the eccentric prof off. Expect a preview reet soon.

Dr. Franken

ROCKET KNIGHT RETURNS

- NEW GAME
- BY KONAMI
- MEADRIVE



Sparkster, the jet-packing Opossum hero of Konami's Rocket Knight Adventures is about to roar back in a sequel. Currently entitled Sparkster, details regarding the game's plot and content are unavailable, but we imagine that more platform-related japery is on the cards. Sorry this story's a bit short, but here's some music until the next one comes along...



MEGADRIVE CONTRA!

- NEW GAME
- BY KONAMI
- MEGADRIVE

Konami's Super NES classic, Contra (AKA Super Probotector) is Megadrive-bound – and not a moment too soon if you ask us! A one or two-player game, Contra pits the game's gun-toting heroes against all manner of alien beasties as they pelt across a series of scrolling stages. Contra is a classic Super NES title, and early reports state that the Megadrive version is going to be equally good. However, the Nintendo game's rotational-scrolling parts can't be done on the Megadrive, so something even more special is being planned. You'll have to keep an eye out for our exclusive Work In progress in the next few months.



▲ ***Back by popular demand (i.e. Bubsy's mum, Bubsy's sister, Accolade's accountants...***

BUBSY'S BACK

- NEW GAME
- BY ACCOLADE
- MEGADRIVE

Having recovered from the disappointment of his first game, Bubsy Bobcat is about to show his face again in – you've guessed it – Bubsy II. The plot sees Bubsy coming up against an evil pig called Oinker P. Spamm and his brainbox sidekick, Virgil Reality who have teamed together to create the ultimate theme park – The Amazatorium. However, behind their apparently innocuous plans lies an agenda for world domination, and Bubsy's niece and nephew are two of the first to enter park and never return. Thus, Bubsy enters the Amazatorium's five themed worlds in search of Oinker and his missing kin. In all, Bubsy II spans fifteen stages, but adds three sub-games, a two-player mode, and an arcade/adventure element to the mix. Can Accolade and Bubsy get it right second time round? Stay tuned...



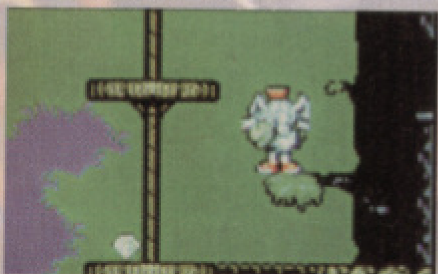

BUBBA 'N' STIX
Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.
SEGA MEGA DRIVE
CORE
DESIGN LIMITED
Core Design Ltd. Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511
Bubba 'N' Stix © Core Design Ltd. All rights reserved. SEGA™ and MEGA DRIVE™ are all registered trademarks of Sega Enterprises Ltd.

NEWS

TRUNKSKI

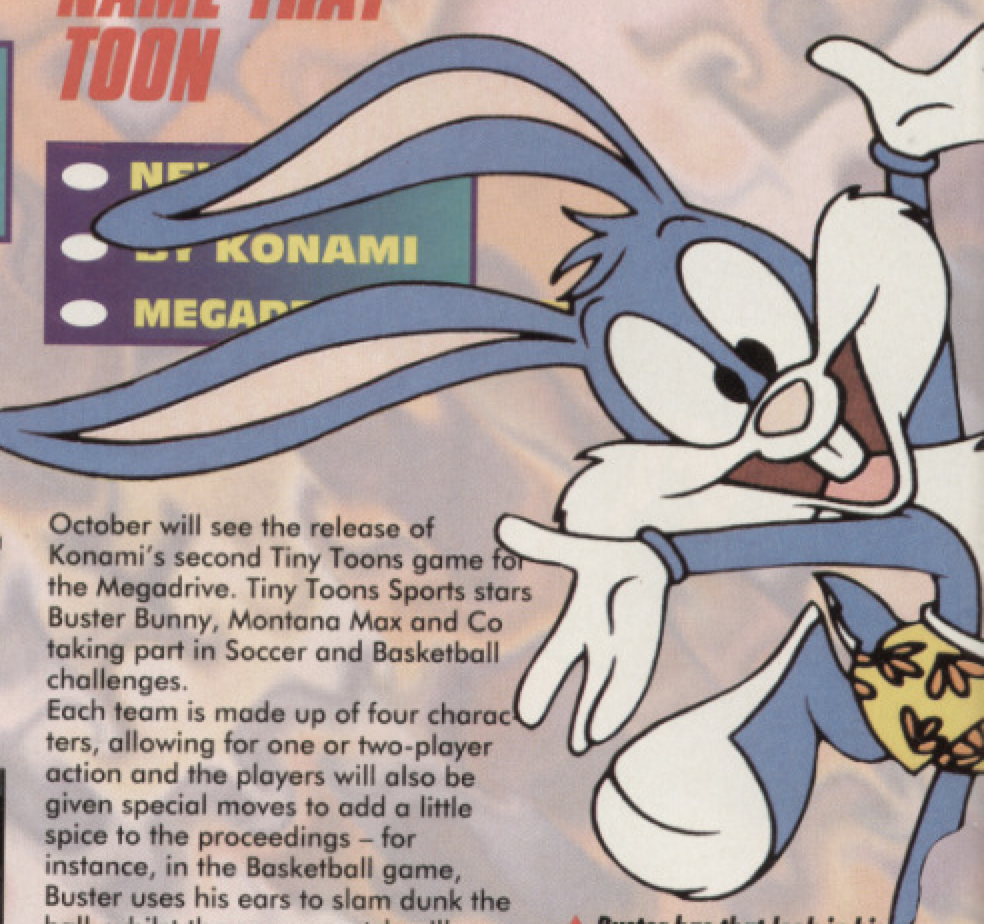
- NEW GAME
- BY CORE
- GAMEGEAR

Taking a breather from their Mega-CD efforts, Core Design are offering a little light relief in the form of a Game Gear platformer called Trunkski.
As you can gather from the title, Trunkski stars a little elephant who picks his way across a series of eight-way-scrolling stages with just his trunk to protect him.
As of yet, Core aren't sure whether they're going to be unleashing the little paciderm in the UK, but we'll keep you posted on further details.



NAME THAT TOON

- NE
- KONAMI
- MEGA

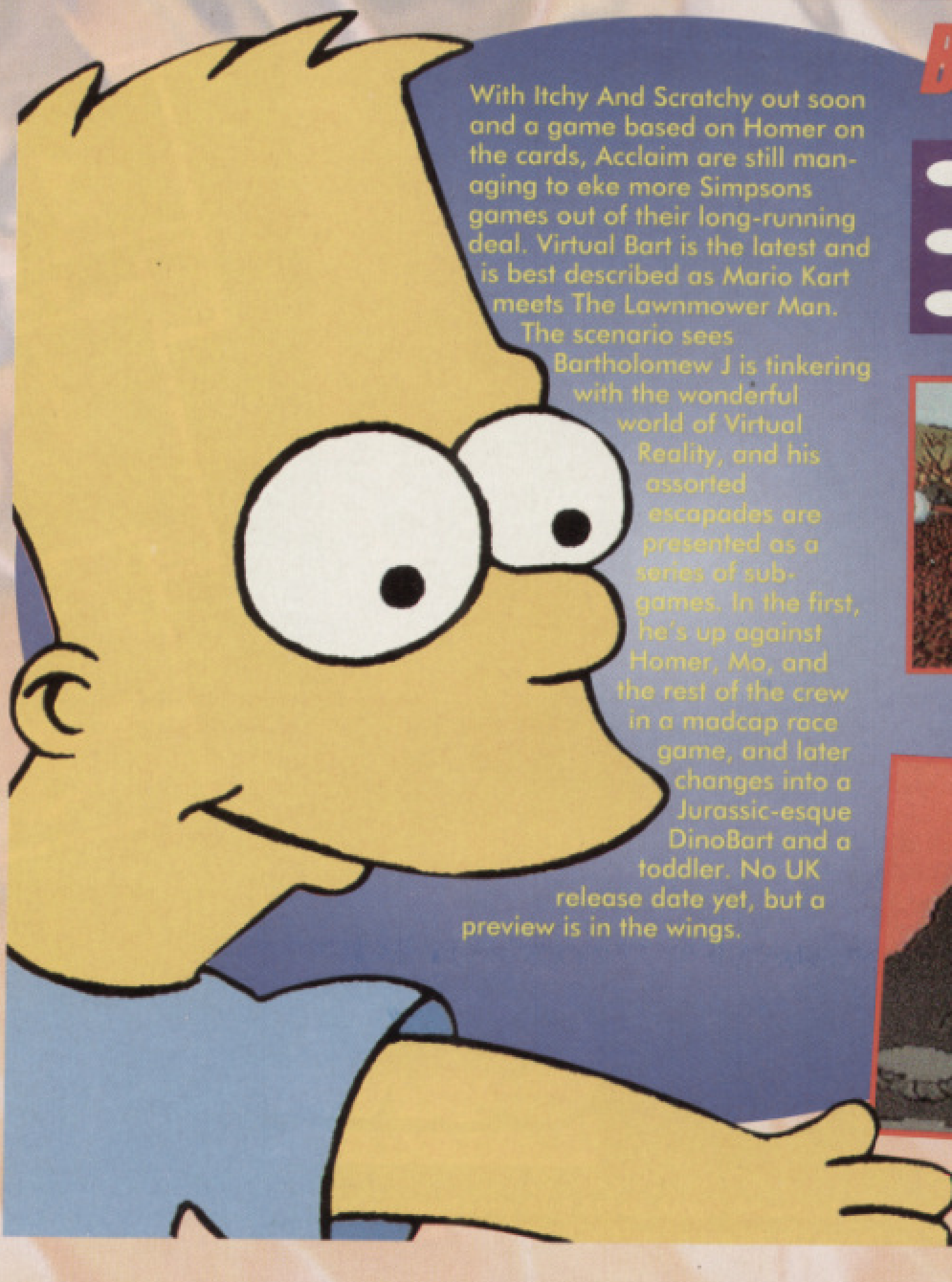


October will see the release of Konami's second Tiny Toons game for the Megadrive. Tiny Toons Sports stars Buster Bunny, Montana Max and Co taking part in Soccer and Basketball challenges.
Each team is made up of four characters, allowing for one or two-player action and the players will also be given special moves to add a little spice to the proceedings – for instance, in the Basketball game, Buster uses his ears to slam dunk the ball, whilst the soccer match will see the errant rabbit tunneling under the pitch to bypass defenders!

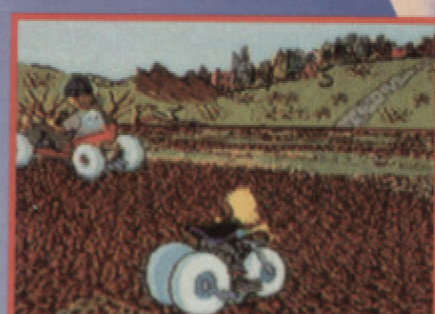
▲ *Buster has that look in his eye...Tiny Toons 2, this October.*

BART KART

- NEW GAME
- BY ACCLAIM
- MEGADRIVE



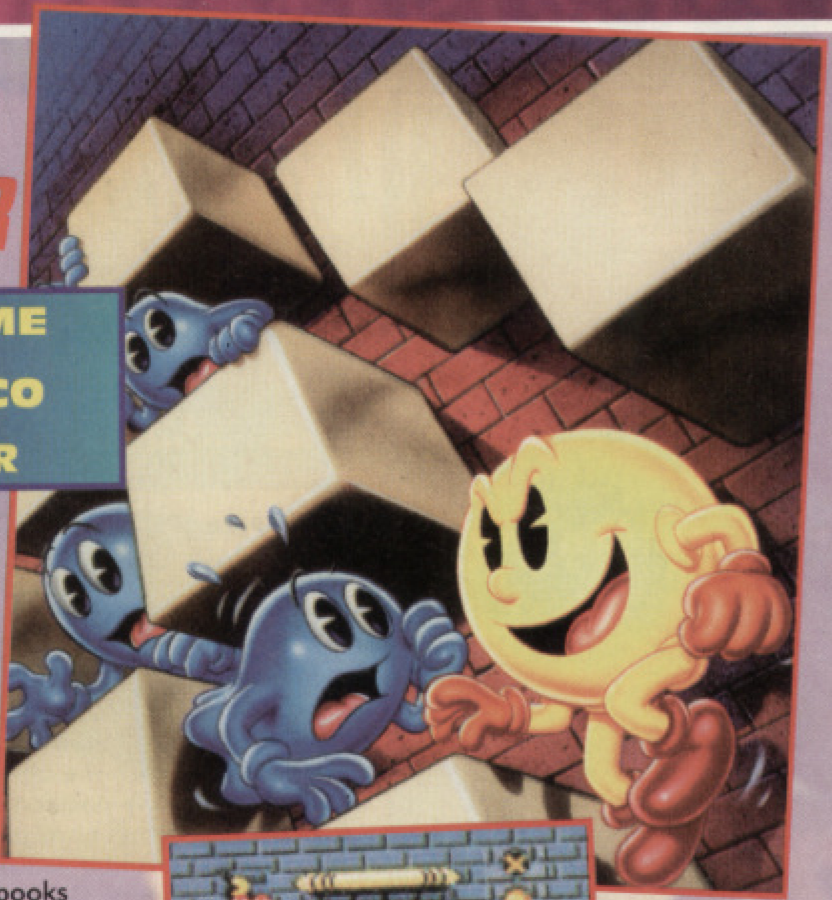
With Itchy And Scratchy out soon and a game based on Homer on the cards, Acclaim are still managing to eke more Simpsons games out of their long-running deal. Virtual Bart is the latest and is best described as Mario Kart meets The Lawnmower Man.
The scenario sees Bartholomew J is tinkering with the wonderful world of Virtual Reality, and his assorted escapades are presented as a series of sub-games. In the first, he's up against Homer, Mo, and the rest of the crew in a madcap race game, and later changes into a Jurassic-esque DinoBart and a toddler. No UK release date yet, but a preview is in the wings.



▲ *Virtual Bart. Scaling jiggery pokery on Megadrive? Really?*

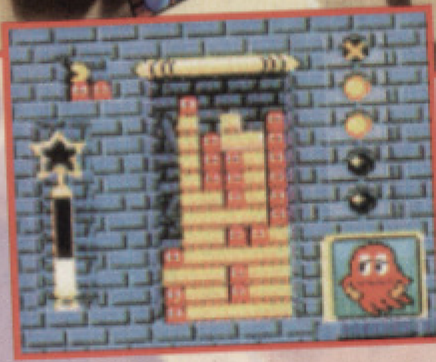


PAC GETS INTO GEAR



- NEW GAME
- BY NAMCO
- GAMEGEAR

A moderate hit for the Super NES, Namco's Pac-Attack is Game Gear-bound. A Tetris variant, the convoluted scenario tells of a building site terrorised by ghosts.
Thus, as wave after wave of bricks are dropped into the play area, the player is left to group the invading spooks together before Pac appears to devour anything resembling ectoplasm, and clearing the way for the blocks to fall into the freshly created gaps.
Namco have yet to set a release date, but we'll keep you posted. We're good like that.



▲ *Pacman returns in repetitve-single-screen game triumph*

TENGEN'S NEW CHOPPER

Having appeared on every format known to man, Storm's rather smart SWIV is about to touch down on the Megadrive – courtesy of Tengen. The Sega game will be masquerading under the name of Mega SWIV, but will include all the features which made the Amiga game such a classic.
Controlling a technologically-advanced helicopter, the vertically-scrolling play area contains wave after wave of enemy fighters and installations. Luckily, though, bonus power-ups can be found, or a second player can seize control of a tank to join in the action. The Super NES game was a little disappointing, but Storm have several tricks up the sleeve for the Megadrive game which they claim will bring it bang up to date.

- NEW GAME
- BY TENGEN
- MEGADRIVE



YOU DON'T SAY...

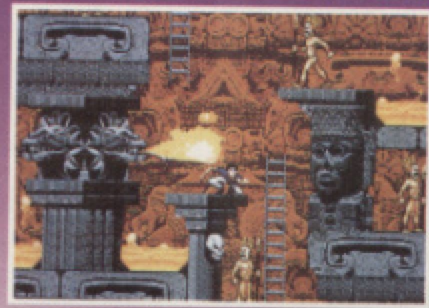
All the latest stories on the Sega grapevine...

That little bird with all the info has been extremely busy this month, and started by bringing us news of an original Megadrive game starring Gremlin's 'Ninja From The Nth Dimension', **Zool**. With the first Zool game going down as well as a glass of wee, Gremlin aims to create an original platformer which actually makes full use of the Megadrive's capabilities. No news of a release date, but a similar game is being developed for the Super NES and should be out in November, so expect more news around that time.
Definitely one of the best Super NES games of all-time, stories are circulating about the possibility of **Bomberman** and his explosive-flinging mates heading for our beloved Sega systems. It's not known if the game's original developer, Hudsonsoft, is behind the conversion but if so this is one to keep an eye on.
Currently without a UK Sega licence, Sunsoft is getting together a healthy stack of goodies anyway – which means it can only be a matter of time. First off the mark is a swash-buckling slash 'em up based on the **Pirates Of Darkwater** cartoon, and this is to be followed by **Zero: Kamikaze Squirrel**, a spin-off from Aero The Acrobat. And talking of their batty hero, Aero himself is set to return in the originally-titled **Aero The Acrobat II**. DC Comics' **Justice League** is also set to make its Megadrive debut in a blend of shoot 'em up and platform antics, as will long-term friend of Shaggy and ace canine detective **Scooby Doo**. Finally, apparently, the Japanese team is working on something with a title running along the lines of Night Before Christmas – and MEAN MACHINES wonders if this could be a game based on Batman Director, Tim Burton's forthcoming The Nightmare Before Christmas animated film. Hmmmm.
There's no Sega release date at the mo, but TH*Q has beaten the rest of the world to sign up Spielberg's damp squib, **SeaQuest DSV**. Can't wait...
Psygnosis has signed up veteran coder Mev Dinc and his development team, Vivid Image, to convert their Amiga smash, **The Second Samurai**, over to the Megadrive. We'll have a full W.I.P soon. Also on the Psyggy front, there's a violent little number called **Maximum Overdrive** on its way.
Word has it that Probe is busy working on an original Aliens game for those licence Kings, Acclaim. Provisionally entitled **Alien War** (and nothing to do with the Trocadero thing), the game is viewed through the first-person perspective with the player leading a team of marines through an alien hive in search of the Queen. Details are extremely sketchy, but we'll keep our ears to the ground.
Interplay has a Delphine-style arcade/adventure on the cards. It's currently running under the name **Blackthorn**, but this sounds a little too much like a well-known cider and will have changed by the time Interplay finally gets a Sega licence.

THE NEED FOR SPEED

- NEW GAME
- BY ACOLADE
- MEGADRIVE/MEGA CD

Currently warming up for a March release, comes Accolade's Speed Racer. Based on the American cartoon series of the same name, Speed Racer places the player behind the wheel of a futuristic car capable of Mach 5! Before them stretch six tortuous tracks across seven levels of platform shenanigans and 3D race action, with the basic aim being to outsmart the opposing drivers and their respective collections of dirty tricks. A one or two-player game (via a split-screen mode), Speed Racer also aims to incorporate the cartoon's assorted cutesy heroes – although whether they'll ever hit our TV screens so we can frequent ourselves with them is unknown.



▲ Hmmm this looks like a platform game but there is racing bits...



▲ ...honest there is! You see it's interspersed with platform bits and here's another.

COME ON TOMATO, KETCHUP

- NEW GAME
- BY KONAMI
- MEGADRIVE

Psygnosis have got all fruity as they unveil a Megadrive conversion of their Amiga hit, Bill's Tomato Game (and, yes, a Tomato is a fruit), which is due for release later this year. The rather odd scenario tells of a young Tomato who has fallen in love with a similar squidgy red salad garnish, only to see her whisked away for sale at the local market. To rescue her from a fate worse than Pete Beale, eighty danger-filled screens must be traversed. Each screen starts with Tommy (for want of a better name) propelled into action by a plunger system. However, to reach the other side of the screen, he must use carefuly-positioned fans and trampolines to blow him across gaps and bounce him onto higher ledges. And if you're wondering why it's called Bill's Tomato Game, it's because the guy who programmed is called Bill. Funny that.

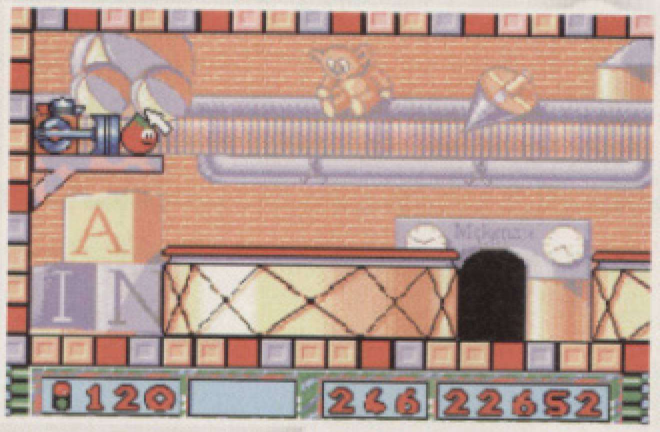


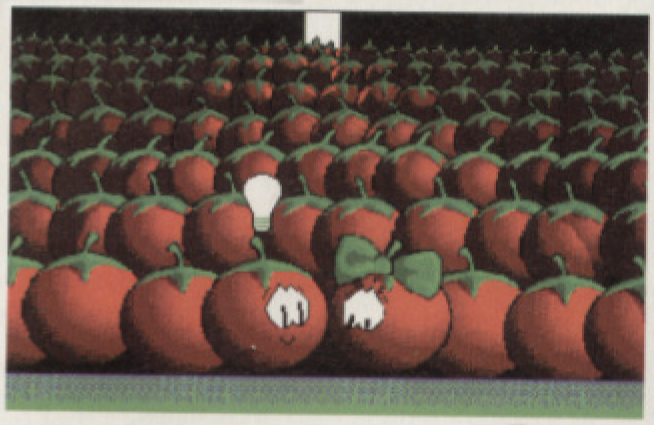


SONY STRIKE OUT

- NEW GAME
- BY SONY
- MEGADRIVE

Sony are stepping up to cover all bases as they unveil the latest addition to the Megadrive Baseball scene: ESPN Baseball Tonight. In addition to the customary Baseball features and views (behind the batter/pitcher, etc), ESPN also contains digitised commentary throughout the game, and a series of overlays and views which add a televised feel to the action. In all, Sony claim that over 15000 frames of animation have gone into the players in order to make it the most realistic game of its kind. April is the provisional release date, and a greatly-enhanced Mega-CD version containing extra filmed footage is also on the cards.





MORE ENFORCEMENT

- NEW GAME
- BY KONAMI
- MEGADRIVE/MEGA CD

Bought your copy of Lethal Enforcers and want to put the supplied guns to good use? Well, Konami are here to the rescue for they are currently working on ta-da! Lethal Enforcers II! Once again a series of missions will be awaiting your sharp-shooting skills, but a little bird tells us that the sequel could also involve more scrolling and even the chance of a few 3D bits.

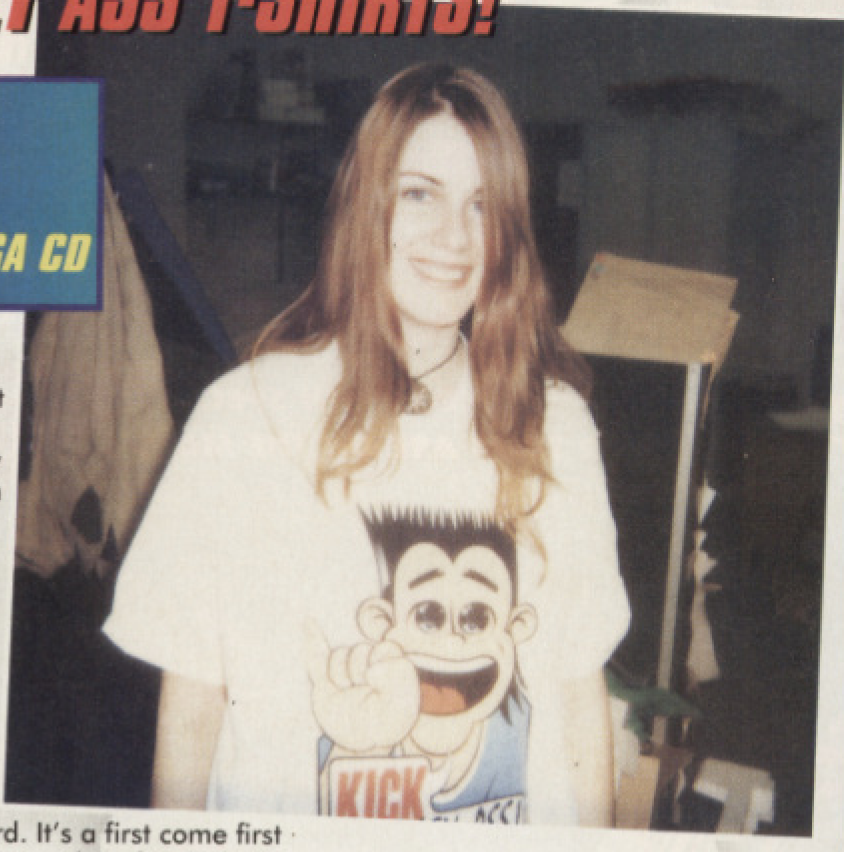
Actually, whilst on the subject of Konami, they're also working on a Mega-CD title called Snatcher which is a conversion of a PC Engine game and is similar in style to Blade Runner. Stay tuned...




ETERNAL CHAMPIONS
BREAK LOOSE!
OUT OF THE GAME AND INTO THEIR OWN SPECIAL, SEGA'S HOTTEST FIGHTING TEAM ARE ON THE MOVE!
48 ACTION-PACKED PAGES:-
• 3 SIZZLING NEW COMIC STRIPS
• EVERY (AND WE MEAN EVERY) MOVE LISTED!
• FULL STATS ON EACH CHAMPION!
• HOW THE GAME WAS CREATED!
ETERNAL CHAMPIONS SPECIAL
KICKIN' IT AT YOUR LOCAL NEWSIE FROM MARCH 12th!
£1.75
© Copyright Fleetway Editions Ltd. & Sega Enterprises Ltd., 1994

WIN! MONKEY ASS T-SHIRTS!

- NEW GAME
- BY ACOLADE
- MEGADRIVE/MEGA CD



Let's face it, it's not often that you can get something for nothing. However, we're about to change all this as we have no less than 214 "Kick Monkey Ass' T-shirts to give away. With a pic of our Megagame logo and the immortal phrase splashed across the front, these items of clothing are a bit smart to say the least. If you want one just drop us a postcard with your name and address on it and we'll do the rest. The only sizes we have are XL and Medium, so don't fit to tell us your size on the card. It's a first come first served sort of thing, so get those cards in fast before you miss out.

KONAMI KARTOON ACTION

- NEW GAME
- BY KONAMI
- MEGADRIVE

Been watching 'What's Up, Doc' lately? If so, you can't have missed Steven Spielberg's latest animated heroes, The Animaniacs. Three mouse-like things which live in the Warner Bros water tower, The Animaniacs are forever getting into trouble and bursting into song. Well, now they're about to do everything they do in the cartoon on the Megadrive according to Konami, that is. They've just signed the little beggars up for a new platformer they're working on and we'll have pics as soon as there's something to see.



MR AND MS

- NEW GAME
- BY NAMCO
- MEGADRIVE

Pacman's delectable wife is ideally suited for the hand-held scene, and Namco obviously agree as she's set to gobble both your batteries and powerpills when the game is released later this year. The basic Pac gameplay remains the same, but more bonuses and mazes are on offer, and theghosts are even more devious than usual. Er, and that's it...

ROLL UP! ROLL UP!

All the fun of the fair is on offer from those fun-loving peeps at EA as they team up with Bullfrog to convert their PC hit, Theme Park, to the Megadrive. As the proud owner of a plot of land, Theme Park offers you a limited supply of cash with which to get the ultimate funfair up and running. With thirty days credit you can build a massive collection of haunted houses, rollercoasters and merry-go-rounds as you attempt to earn enough to pay the bank back. Every aspect of the game can be tailored and you can even alter the amount of salt at your chip shops in order to increase your drink sales! Accidents also play havoc with your fair, so constant maintenance is essential. Expect a W.I.P soon.



- NEW GAME
- BY EA
- MEGADRIVE

WORK IN PROGRESS

Core continue their plans for Mega-CD domination as they add the starter motor to a game which could well end up being the Sega equivalent of Nintendo's Super Mario Kart. Steve Merrett went along for the ride...

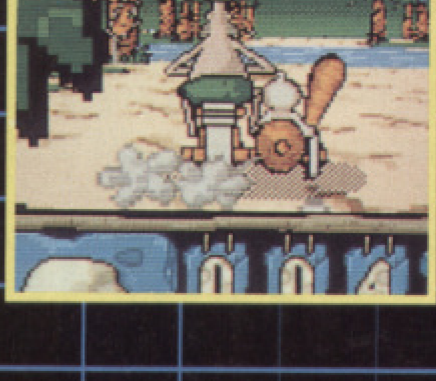
CHUCK RALLY

ROCKY RACERS

With Sega's conversion of Virtua Racing set to corner the 'serious' race game market, Core Design are aiming to fire another arrow into Nintendo's heart with their rival to the Big N's Mario Kart – Chuck Rally! Mentioned briefly in Issue 17, Chuck Rally is a one or two-player race game which sees Mr Rock and his mates taking to the Neolithic roads in their chase for cups galore. Set just after the events of Chuck Rock 2, an eccentric millionaire by the name of Millstone Rockafella has organised a seven-stage race across town, with the winner winning two million pebbles and the contract to manufacture Rockafella's new 'Boulderdash Bike' — another sure-fire way to pocket wads of dosh.

Having seen his car-making factory fall on harder times, Chuck would find the cash and contract rather useful — as would half the town! Thus, with his club-wielding offspring in his sidecar, Chuck lines up on the starting grid with arch enemies, Gary Gritter and Brick Jagger, and a whole host of new characters.





PROJECT
CHUCK RALLY: ROCKY RACERS

PUBLISHER
CORE DESIGN

INITIATED
NOVEMBER '93

RELEASE
JULY '94

FORMAT
MEGA-CD

DEVELOPERS
Dan Scott, Jason Gee, Toby Gard, Martin Iveson, and Guy Miller.

ON YOUR MARKS

Spanning twenty-eight courses and with sixteen opponents in the running, Chuck Rally offers one or two-player action. The main bulk of the game is seen from directly behind Chuck's bike, with the Mega-CD's scaling capabilities used to scroll the assorted hazards and backdrops smoothly past the main sprite. However, with their tongue lodged firmly in their cheek, Core has also added an overhead view and a Virtua-style perspective which is still behind the racers but much further away. In the

WACKY RACERS

The sixteen opponents have all been sponsored by companies eager to get their hands on Rockafella's lucrative contract, and their respective skills are broken up into four factors: strength, speed, manoeuvrability, and weapon power. Here's a list of those cornily-named contenders in full:

Axle Roads and Max Biped — Crash'n'Burn Cars
Barry Mammothnose and Willy Mammoth — Concorde Car Company
Bob Hardley and Jimi Handtrix — Hardley Dinoson
Brick Jagger and Gary Gritter — Datstone Motors
Granite Jackstone and Teena Burna — Dirtybike Corporation
Rock, Aching, and Slaughtaman — Kylie Kars 'n' Motorsickles
Sado-Tooth Tyger and Sid Varicose — Cave-Punk Cars Corporation
Stiggy Saurus — Bike-O-Saurus Inc
Stony Blackburn and Wheel Diamondo — Dead-Good Dino-Bikes

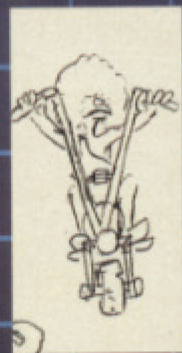

▲ Stiggy Saurus. The fattest member of the team. And a dinosaur.


▲ Sid Varicose. The first of two pictures. I hope you like them.


▲ Jimi Handtrix. Oh look, a stone guitar. Giggle.


▲ Granite Jackstone. The first of two pics. Oh, old joke..


▲ Brick Jagger. About to go clubbing, no doubt. Tee hee.

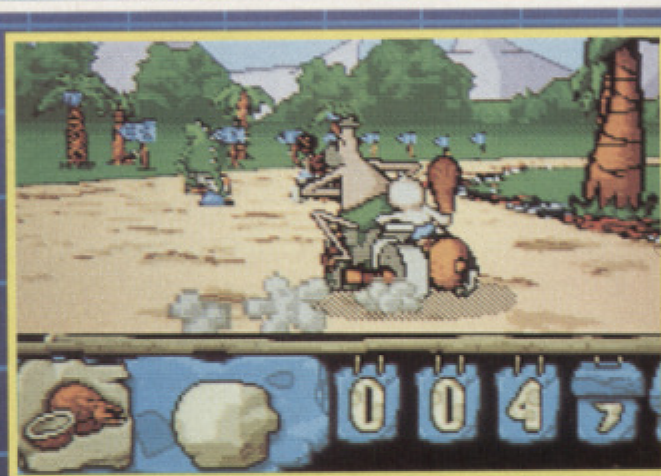

▲ Axle Roads. Complete with impressive chopper...

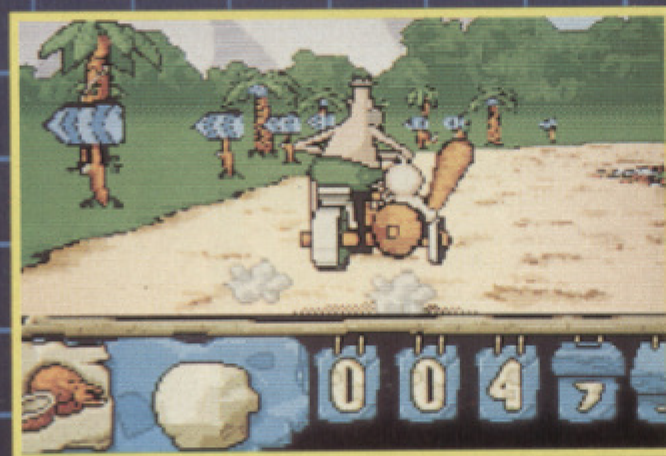


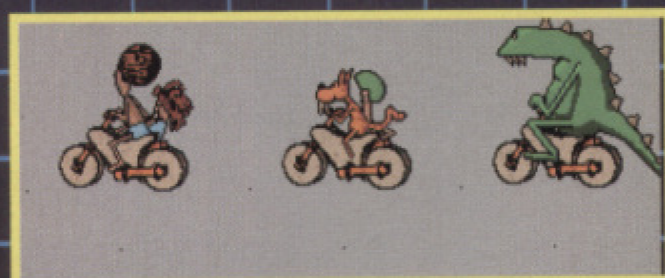

▲ Sid Varicose. Prehistoric punk to the gentry.


▲ Sado-Tooth Tyger. An overgrown moggy.

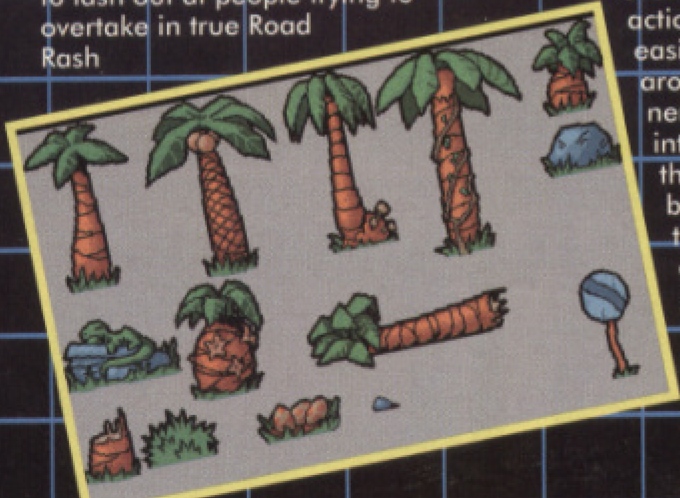

▲ Granite Jackstone. Hubba hubba.

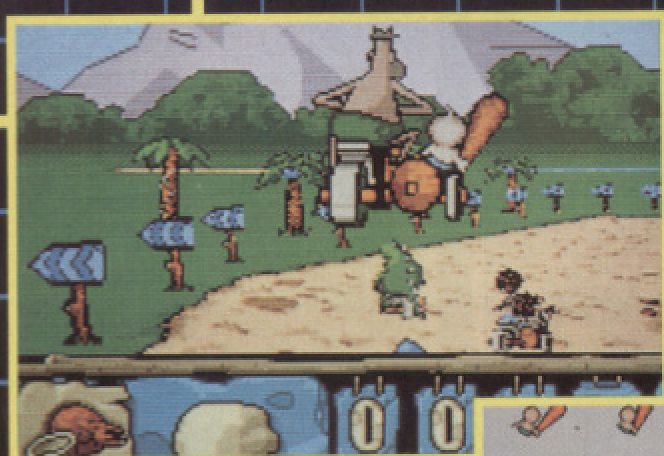

▲ I fancy doing a skid joke here. Oops, no space...


▲ Leaning improves cornering. Discuss.


▲ A side-on view of three of the sprites. Each features a full set of rotational animations.

game's one-player mode, they are given control over both Chuck and his son, with the joypad steering and accelerating the bike, whilst the buttons are used to lash out at people trying to overtake in true Road Rash fashion. If a second player joins in, though, the second controller is used to control Jnr whilst the other steers the bike, and allows more control over the little tyke's actions and makes it easier to steer around tight corners by leaning into them. Should the bike hit a bump, though, the characters are thrown from their seats, which means control switches over to the second player!




▲ Jumping for joy as the characters prepare to swap seats. As of yet, though, it hasn't been implemented, so use your imagination.



▼ Chuck Jnr in all his glory. The small sprites are for the distant view. In all, each character features over 150 frames, ranging from hitting each other to switching seats in mid air. Good, eh!



EXTRAS! EXTRAS! READ ALL ABAHT 'EM!

Race games aren't normally the home of power-ups and strange extras, but Chuck Rally is literally teeming with all manner of goodies. The following haven't been confirmed by the programmers yet, but here's a rough guide of what to expect:

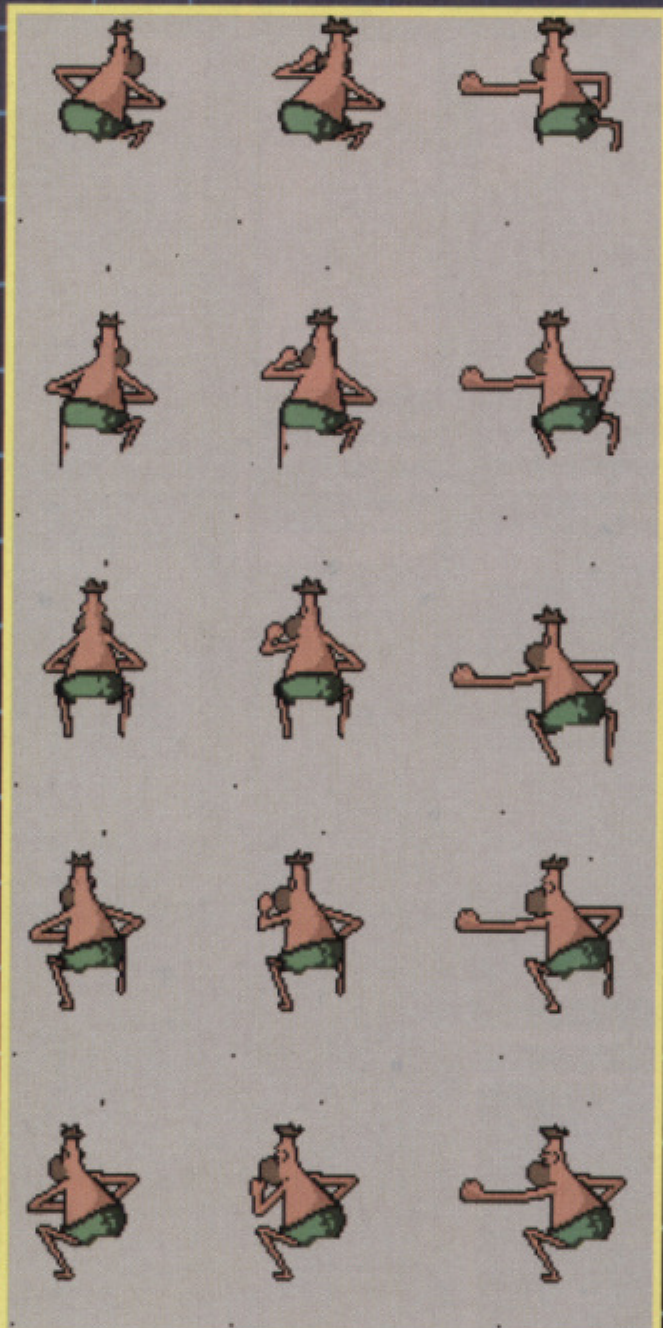
Orphelia Heads: A nitro boost, strangely enough!
Rocks: Jnr lobs these at opponents.
Exploding Coconuts: Ditto.
Oil: Skidding japes ahoy thanks to a barrel of this.
Tar: Slows those following down.
Glue: Stops others in their tracks instantly.
Dust/Snow/Mud: Depending on the level, Jnr's club can be used to stir up a blinding fogs.
Log: Dropped from behind Chuck's bike, this will continue rolling until it hits someone!
Anchor: Instant brakes!
Snake: When lobbed at a handy tree, these wrap around the trunk to enhance the bike's cornering.
Candle: Handy illumination for night races.
Rock Money: Used in Pits.
Power-Up: Repairs any damage.
Dino Food: Apparently, Chuck's bike has a Flintstone-style dinosaur engine — these assorted food objects act as fuel.



▲ *Oh no, it's one of those annoying two identical bike situations.*

THE ROAD HOME

Rockafella's proposed route takes the racers all across Chuck's home town and into the wilderness beyond. Starting in the jungle, assorted lizard and pools form the main hazards, and these are altered to cater for the different conditions each level contains. As of yet, the rest of the stages have yet to be decided, but the programmers are considering a rock city, a snow blizzard, a trip through an erupting volcano, a cave system, night driving, and a swamp section. Thus, whilst rocks may cause the most problems in the jungle, these are changed to become big snowballs for the blizzard section. Oh, and keep an eye out for Gary Gritter's two henchmen who appear occasionally to lob a tree in Chuck's pat

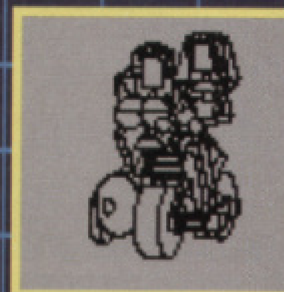




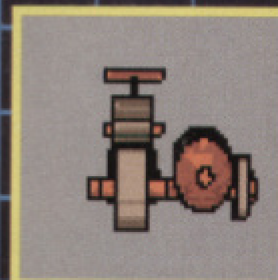
HERE'S ONE I MADE EARLIER

In charge of Chuck Rally's graphics is Core newcomer, Toby Gard, and he's responsible for ensuring that the bikes and riders are as varied as possible. Hey, and here's how he does it:

Each character starts life as a wireframe sketch which Toby can rotate to ensure every possible angle is covered. From here, he then adds the rest of the eight-colour palette to each character, using the existing black lines as the outline.



The bikes seen in the game are all the same, so Toby simply cuts and pastes the existing vehicle sprite over the two riders to save drawing any more of their bodies than is strictly necessary...



... as seen here. With the characters removed from the bike and drawn and coloured, and Toby then selects the bike picture from his hard disk and drags it on to this screen. The bike is then pasted directly under the character sprites to create one main image. This is duly saved as a single sprite. Voila, instant racers!

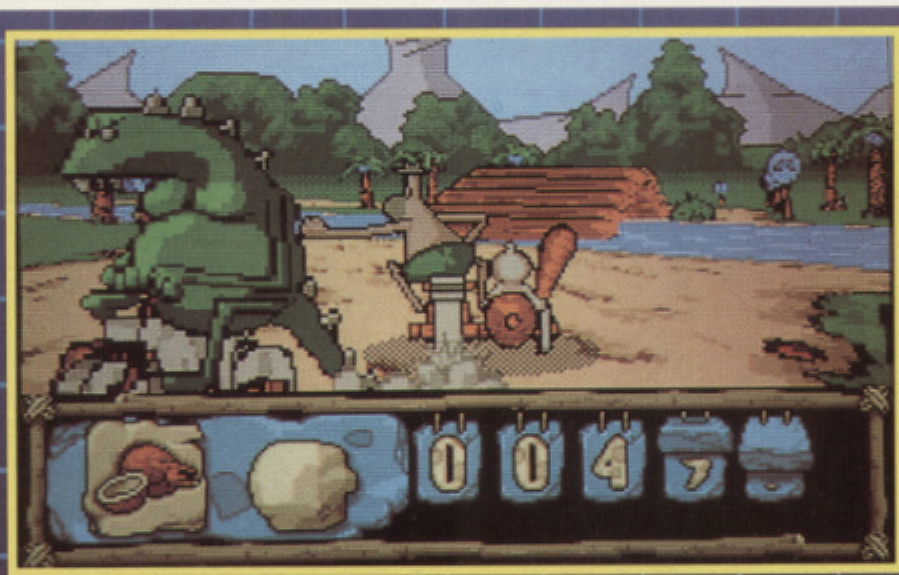




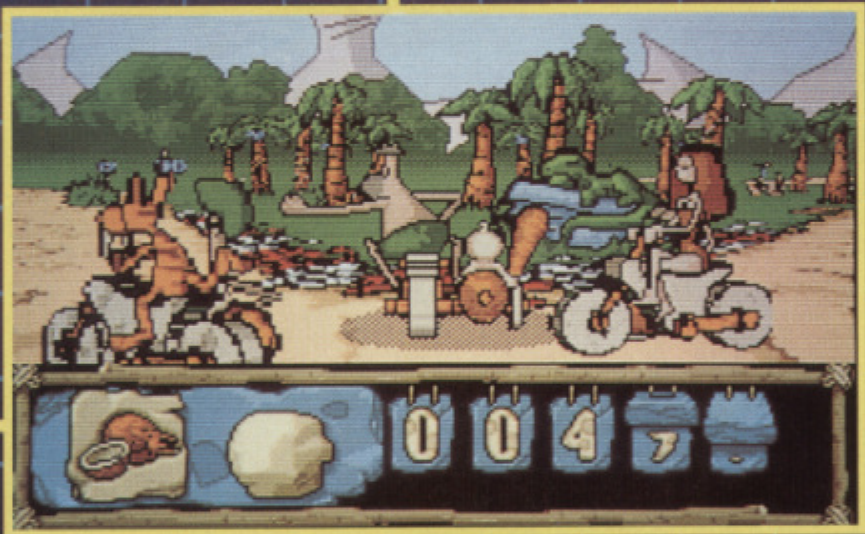


IT'S THE PITS

Any money collected along the way can be used to buy extra facilities for Chuck's bike. Situated somewhere along the side of each course is a handy pit stop/shop from which Chuck can buy better wheels (including Boadicea-style spiked affairs), stronger dinosaurs for his engine, and better shock absorbers to reduce the chance of the two characters swapping places.

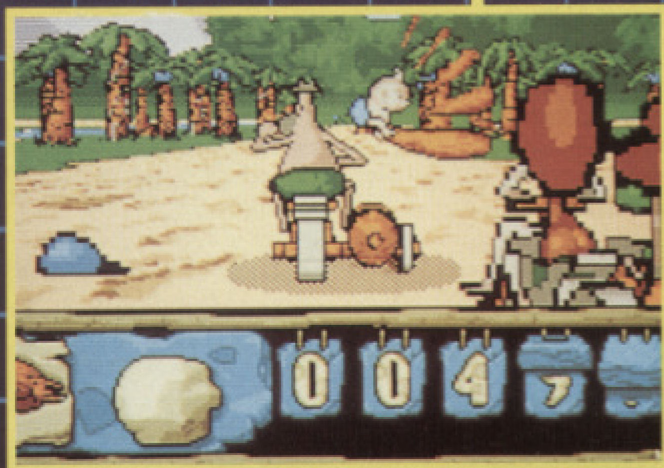


▲ *The real reason dinosaurs became extinct: crap driving.*



ROUTE OF THE PROBLEM

Chuck Rally will feature four different routes, each of which is effectively a difficulty level. There's a simple practice stage, and easy, medium and hard tracks which throw more and more hazards at the player. However, Millstone Rockafella will only part with his cash when Chuck battles his way through to the end of the hardest stage, although less impressive end sequences will greet the punier players who can only manage the easy stages.



SYN

You can't beat chips can you, eh? Especially if they've been stuffed in your brain enabling you to convince yourself you look the spitting image of Mel Gibson and/or Marilyn Monroe. With a couple hanging out each ear and a battered sausage stuffed up her nose for good measure, Lucy Hickman ambled down to Bullfrog to check out the experience that is Syndicate.

Life's a bitch and then you die, right? Or at least that was true in the Ridley Scott vision of a world sometime in the future. Somewhere where the sun never shone except in a half-hearted sort of way, and where the rain was so acidic that it burnt holes in your nice new hat, where flowers and birds were a big no-no cos they gave you cancer just by looking at them! In those Blade Runner-esque days three big corporations ran the whole world and the only expression changes on the people's faces was from glum to dead — heavy stuff!

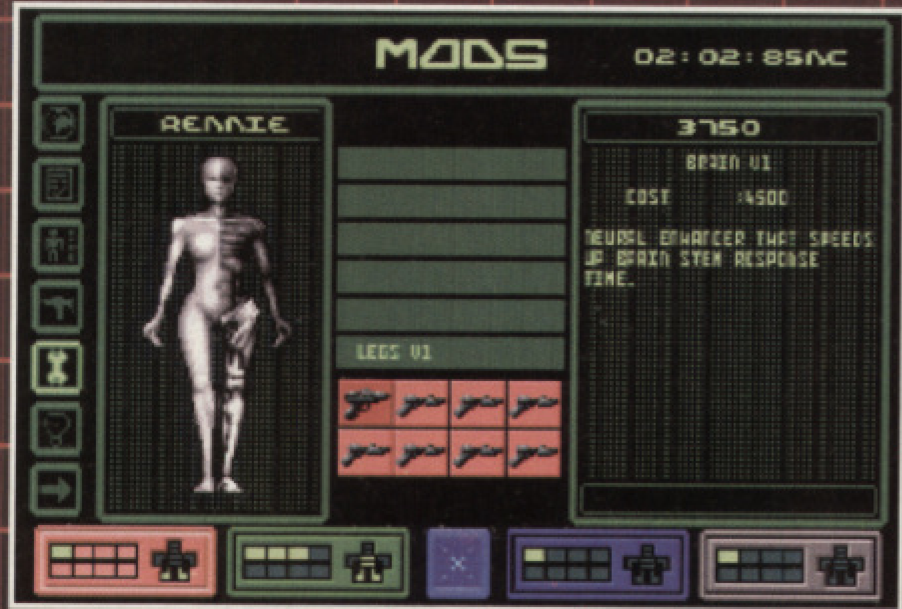
And then some bright spark invented the chip, and there was much rejoicing cos you could stick it in your brain — grease an' all — and give yourself a shiny, rose-coloured view of the world where life is beautiful all the time and they're coming to take you away ha ha, hee hee... Of course it wasn't long before these multi-corporations realised the marketing value of these little chunks of silicon for now, whatever you churned out, the masses would always love it — ultimate control was theirs!

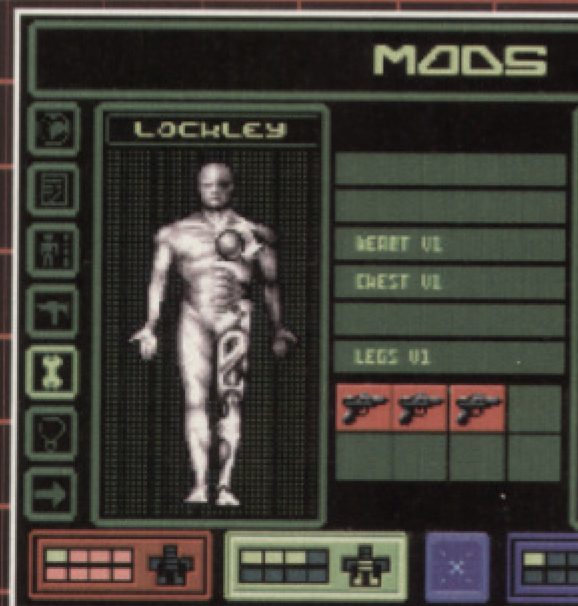
Naturally, as so often happens when somebody happens upon a good thing, you got loads of people trying to cadge a piece of the action resulting in widespread chaos, a splitting of the corporations and a veritable fest of violence and blood-letting as all and his mother move into rival territories, kidnap key personnel, destroy major installations, and seize control.

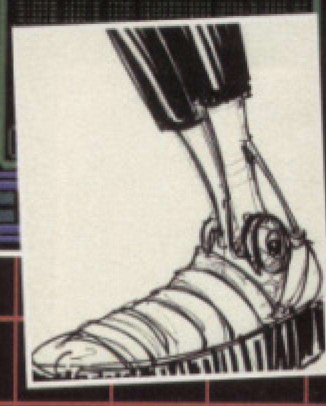
In the game, you assume the role of boss of one of the smaller corporations. When I say small, I'm talking *really* small, cos you haven't even got a territory yet. But you've got big ambitions and a crack unit of cybernetically-enhanced fighters at your disposal with which to conquer the world.

The aim is to battle around the fifty or so world sectors, completing the various missions on each and shooting the cack out of all and sundry through your remote controlled henchmen. By altering the input from the chips implanted in their brains you can change them from cool, calculating killing-machines into stark raving psychopaths, or somewhere between the two — whichever the mission in question demands. Hold onto your hats ladies and gentlemen, it's going to be a bumpy ride...

PROJECT
SYNDICATE
PUBLISHER
EA
INITIATED
JULY '93
RELEASE
AUGUST '94
FORMAT
MEGADRIVE
DEVELOPERS
BULLFROG







▲ *Each warrior has a detailed breakdown.*



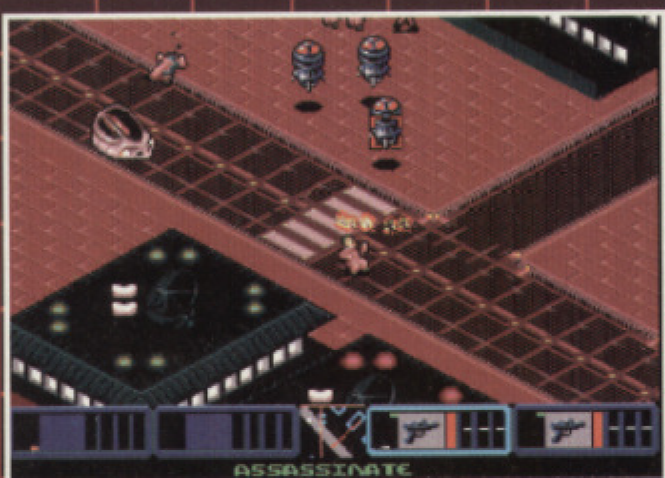
GET YER KIT ON!

You can take up to four henchman out in the field, but first you have to build them. Each has a basic body but it's possible to cybernetically enhance them by adding a better brain (to make them more intelligent), more powerful arms and legs, a harder chest and even a stronger heart to help them take the pressure. The best way is to make one of them a super-being, kitting him/her out with all the extras, as they can then be used as the leader. The other three need only be equipped with one of the special features making each of them ideal for a particular task. One of the handy features is a special weapon which brings the target under your control, and will shoot their own kind if your leave a gun hanging around.

DICATE



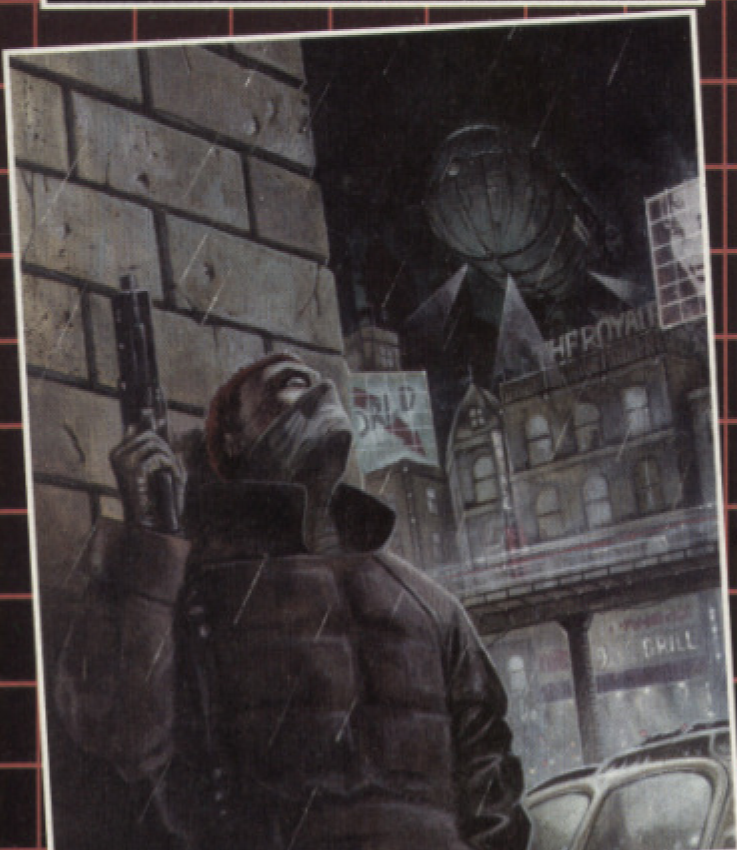
▲ *Stunning digitised images will be crammed onto the cart.*



PILGRIM'S PROGRESS

Okay, so you've got your nice little HQ sorted, with all the remote control batteries charged up to max — now it's show time. When you choose a mission a screen flashes up displaying your objectives for that level — this could be anything from kidnapping a top bod (or, more likely than not, wasting him) to blowing up the research centre. Either way, it's going to involve an extraordinary amount of carnage — start wetting your pants now shoot 'em freaks. You can choose to start anywhere on the map and then progress in any direction (as long as the land is adjoining your own conquered territory). However, if you start in certain areas you won't yet have enough fire power to go forth and conquer and it will be curtains for you!

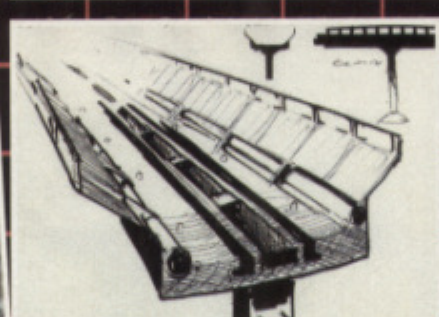






RESEARCH

Once you've conquered a territory, you can start collecting taxes from the populace. Pump the money into your research centre where dozens of little scientists are beavering away building bigger and better weapons, armour and body parts. Use the rest of the money to buy these wares but don't put up the taxes too high or the peasants will revolt and you'll have to conquer them all over again.



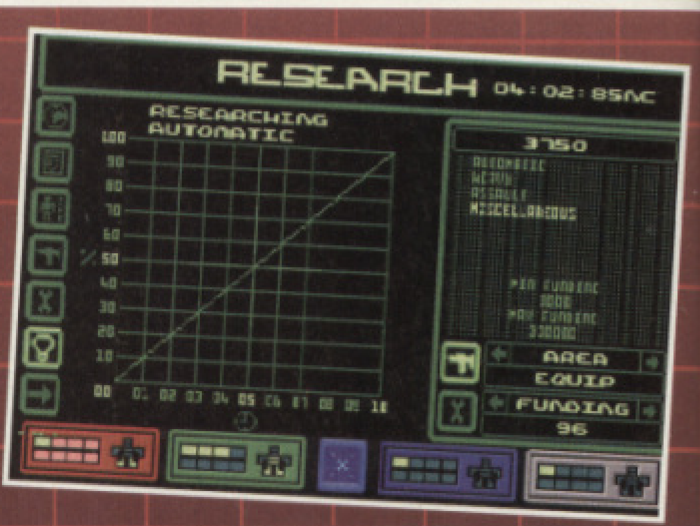


BRAIN BARS

All your squaddies are kitted out with an adjustable bar controlling intelligence, aggression and perception, which can be altered to make them particularly adept at a particular task. Thus, if you want him to guard somewhere, set his aggression on high (so he'll shoot everything that moves), his perception on high (so he an tell where they're coming from) and his intelligence on fairly low (if you set his intelligence too high he'll do what any sensible person would do — run away!).



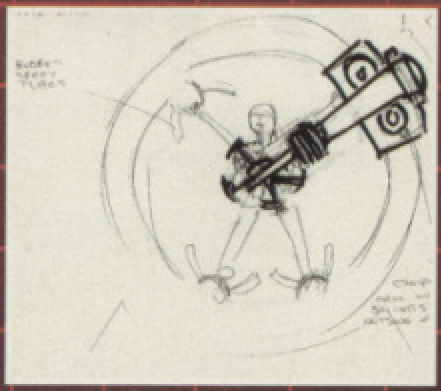
▲ *Mysterious activities go on in the wheel room.*









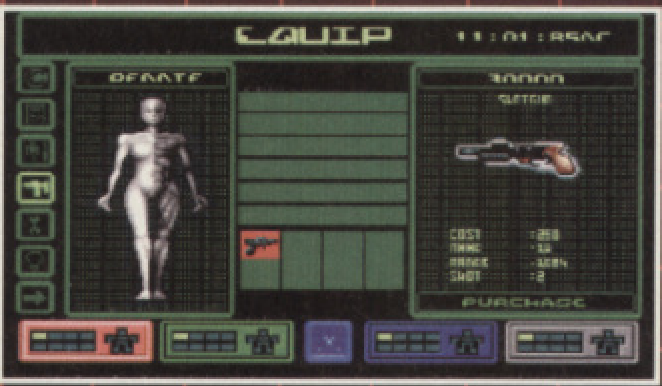


▼ *The strange-monikered programmer in the flesh.*



DAFT NAMES 'R' US

The programmer of this very fine specimen is the absurdly named ZZKJ — not his real name, as you might have guessed, but his initials (he gets a bit touchy if you try to call him anything else). His former offerings on the Megadrive front were the alright Smash TV and the rather awful Gunship — ah well, everyone's allowed one dog ain't they? He's been working on this Megadrive conversion since July and hasn't come up against too many problems — except for trying to squash too much into too small a space — but he's getting round that!



FROM MINOR TO MAJOR

This is Bullfrog's first Megadrive game. Head honcho, Peter Molyneux (who shot to fame around six years ago with the staggeringly successful Populous on the Amiga and then on every other system known to man) said that although other games such as Powermonger and Populous were later converted onto the Megadrive, they weren't really suited to the system. He said Syndicate was the first game they actually designed to be better for the consoles than the home computers. Bullfrog are very single-minded about wanting great gameplay and stacks of originality, and they think they've found it with Syndicate. As Peter explains this would suit lots of types of people: the shoot 'em up fans who just want to blast their way through all and sundry and the strategy freaks who realise that you can get through a lot smoother if you use your bonce. The team has kept the same graphical style as the Amiga and PC for this Megadrive version, but many of the levels have changed and many things, according to Peter, have been improved




FROM THE MAKERS OF ROAD RASH - IN LINE SKATE RACING, COMBAT AND TRICKS
PLAY IT DON'T DO IT!
MESS WITH A TORKER AND YOU'RE A GARAGE SALE - HANDBAG!
SEGA
MEGA DRIVE
Sega and Mega Drive are trademarks of Sega Enterprises Ltd.
Skitchin' and Electronic Arts are trademarks of Electronic Arts.
ELECTRONIC ARTS

PREVIEWS

STAR TREK THE NEXT GENERATION

"Space, the final frontier. These are the voyages of the Starship Enterprise, her ongoing mission: to explore strange new worlds, to seek out new life and new civilisations, to boldly go where no man has gone before!". These rather immortal words greeted TV watchers of the mid-Sixties, tuning into a new sci-fi series, unaware they were watching the start of a cosmic entertainment success — a voyage into money-making of galactic proportions:





All stills © Paramount TV. Thanks to Gary at Marvel UK for all his help and Rich for TNG info.

The voice wasn't that of the familiar Bill Shatner on that first inauspicious pilot. One Geoffrey Hunter (AKA Capt. Christopher Pike) was at the helm of the wobbly Starship Enterprise. The paint was fresh on the cardboard sets, the cast had practised their 'we've-just-sustained-a-phaser-blast-Cap'n' wobbling routine, and Gene Roddenberry, the show's creator, had just secured a series for the show.

He knew that Star Trek wasn't the only sci-fi series going out on the network. The Sixties' space race between the USA and Russia had created a feverish space fad. However, Star Trek took a more serious, less silly view of the subject than shows like 'Lost in Space'. Nevertheless, the original show bowed out after three series, as the excitement went out of science fiction — the Americans had made it to the moon, big deal! And now the taxpayers were being made to pick up NASA's rather large tab for the expedition. But Star Trek refused to die. Round and round the world it went — on every dollar and dime cable channel, on every late night schedule. It became the epitome of sci-fi, and as its legend grew, its original stars were being called for encores... on the big screen. The films started in 1977, to surprising success, and there has been six so far, each virtually following nose to tail in production.

But the biggest spin-off from the early Star Trek is The Next Generation. Rather than resurrect the old cast and ship, creator Gene Roddenberry devised a new Star Trek legend: a new ship, a new crew — played by some well respected actors like Patrick Stewart and Whoopi Goldberg, and a whole new Nineties' attitude. Some were sceptical whether dedicated Trekkies would take to it, or if the viewing public wanted sci-fi TV any more. Just how wrong they were is illustrated in the enthusiasm which has led to sky-high ratings, and a clutch of Next Generation video games, under the hospices of Spectrum Holobyte.

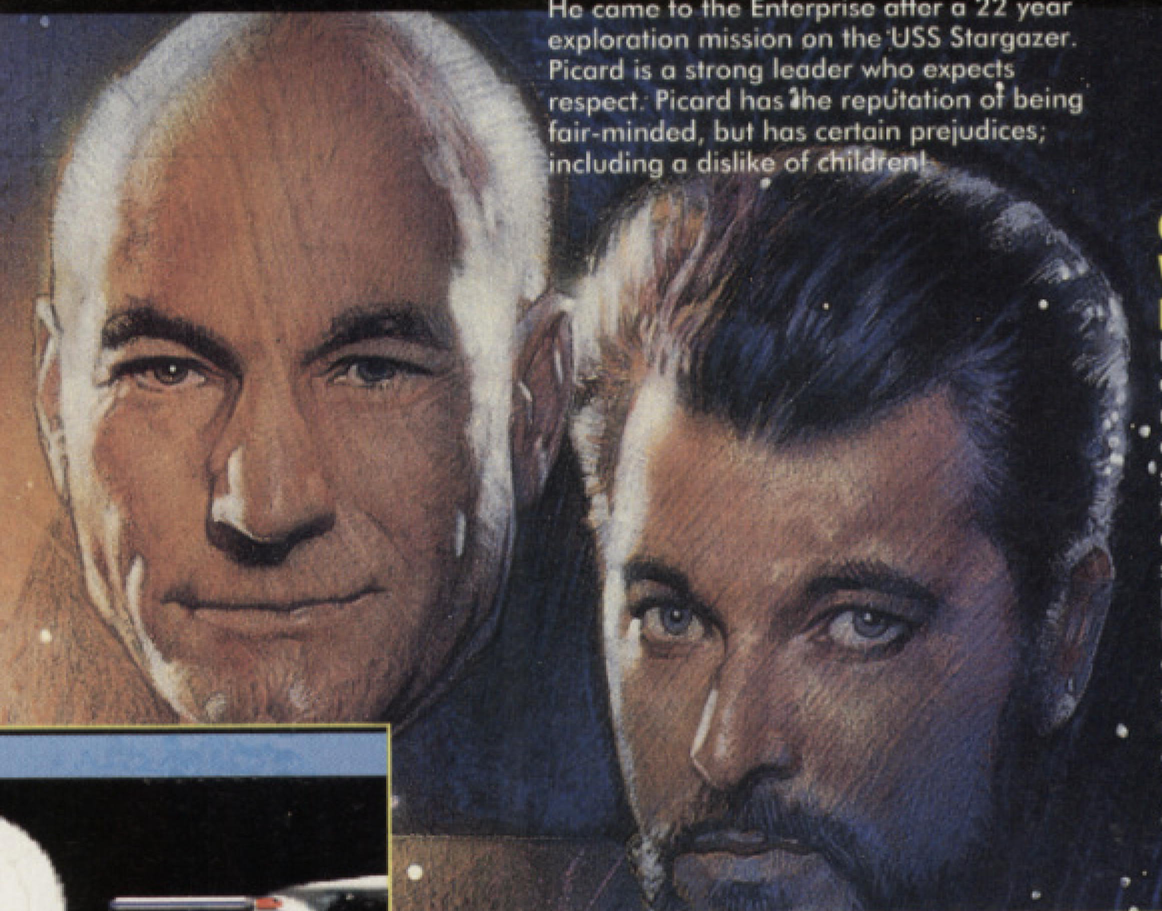


LIEUTENANT WORF

Worf is the only Klingon ever to have graduated from Starfleet Academy. His Klingon traits make him perfect for the role of Enterprise Security Officer. Proud, fierce and loyal, Worf's warlike sentiment is balanced by the code of honour of his race.

THE CHOICE OF THE NEXT GENERATION

The Next Generation has run for six seasons in the US, with a seventh starting its run this year. Each has around 25 episodes, making a staggering total of over 150 episodes. The sci-fi part of Star Trek is subordinate to the drama of the characters. The game uses the personalities of the series to much the same effect. Here are the main crew members on the Enterprise.

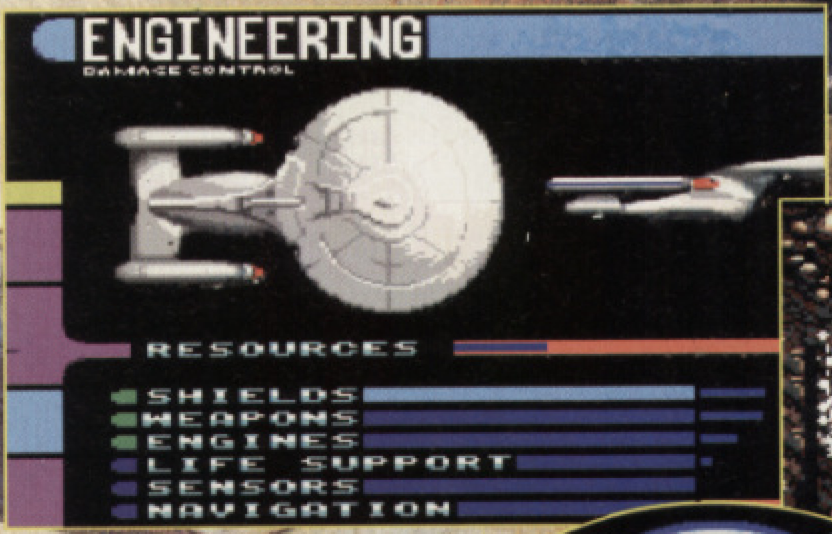


CAPT. JEAN-LUC PICARD

He came to the Enterprise after a 22 year exploration mission on the USS Stargazer. Picard is a strong leader who expects respect. Picard has the reputation of being fair-minded, but has certain prejudices; including a dislike of children!

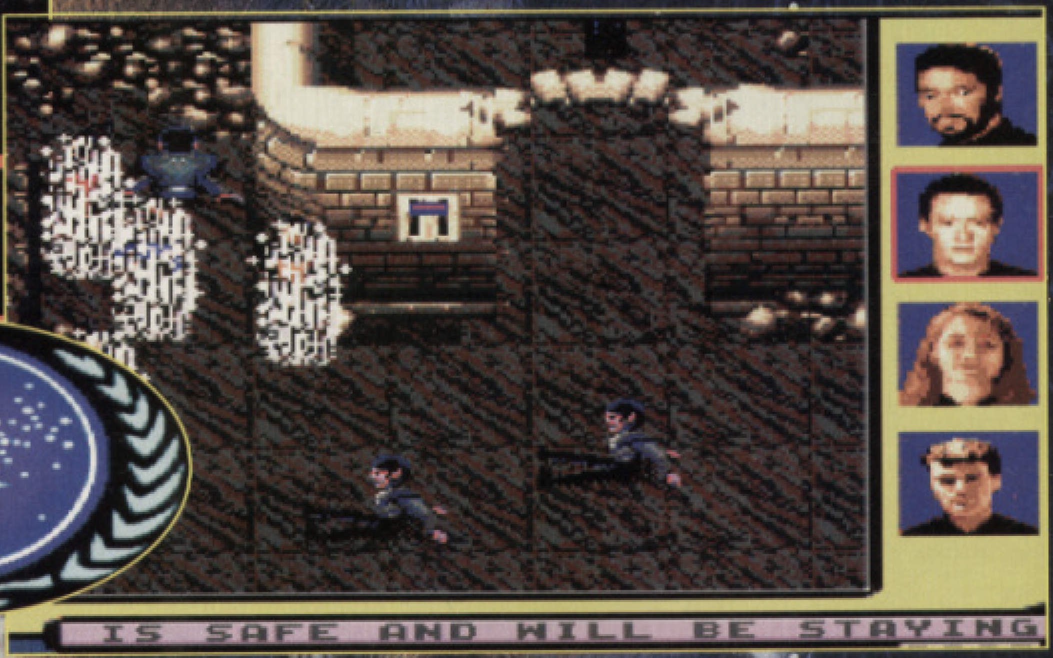
COMMANDER WILLIAM RIKER

Riker is Picard's direct subordinate. They share a close relationship, as both have the same assertiveness and self-confidence. Riker's role as First Officer is to oversee the vessel's maintenance, and also command away missions on planets.



▲ *Damage limitation is just one of your onboard functions.*







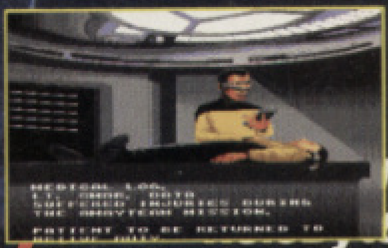
DR. BEVERLY CRUSHER

The glamorous Ship's Medical Officer, Dr Crusher is an intelligent and strong-willed physician in her own right. Dr Crusher and Captain Picard are connected through Beverly's late husband, who died on Picard's previous command.

LIEUTENANT COMMANDER DATA

Data is an android, but one so perfectly made, he tested as 'alive' when applying for a Starfleet commission. Data is inherently loyal to the Starfleet code, but often displays the child-like naivete of artificial intelligence with his questions. He's certainly the most endearing and complex character on the Enterprise



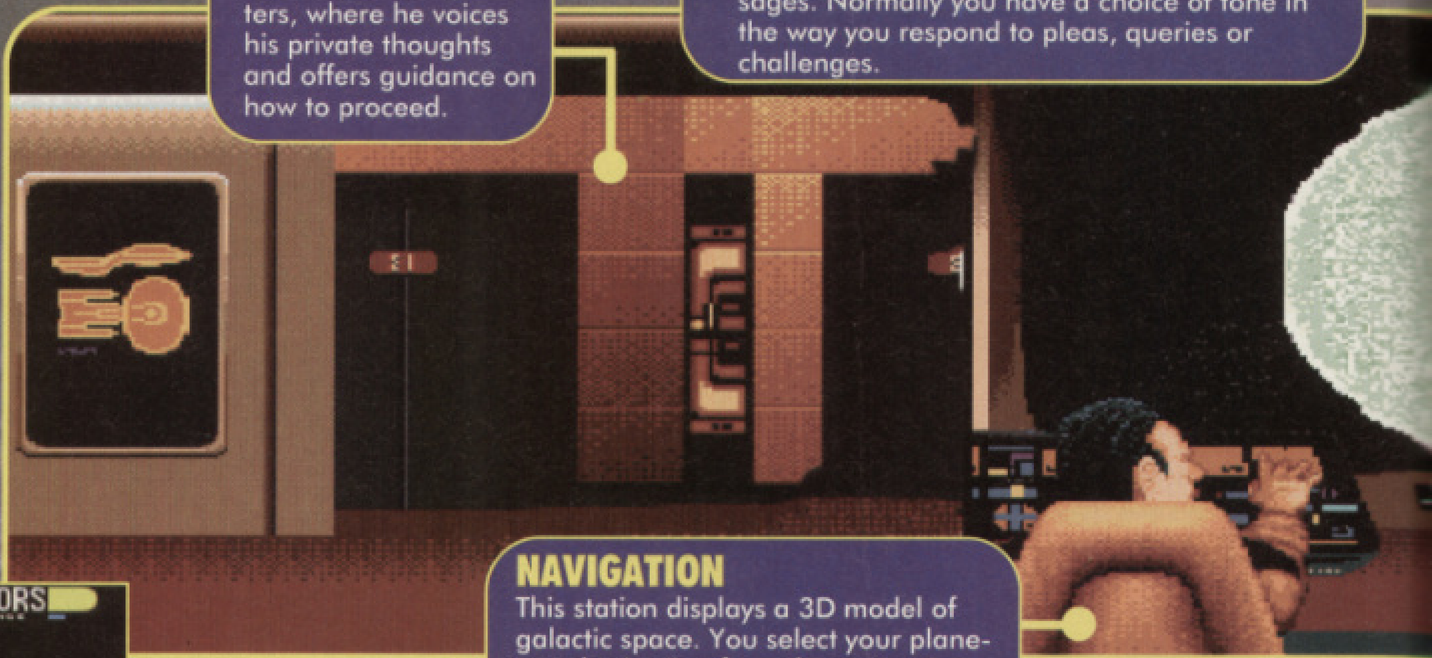


THE GAME

In this Megadrive game you join the Enterprise on patrol duty. Routine patrol is soon broken by messages received over the sub-space frequencies and by directives from Starfleet command. The game spreads itself across the many areas of a mission — with space battles, negotiation, and planet expeditions.

THE BRIDGE

When you are on the Enterprise, your control centres on the rotating bridge. All the ships functions are accessed by visiting the following stations:



READY ROOM

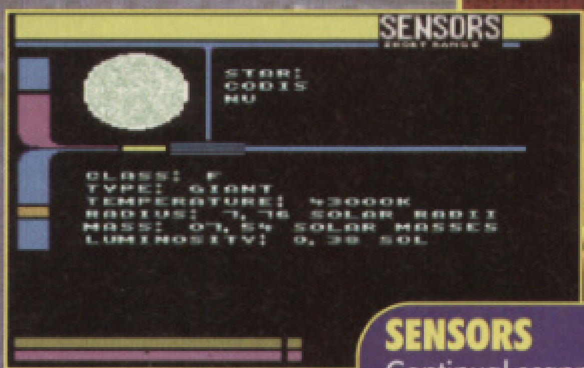
Picard's private quarters, where he voices his private thoughts and offers guidance on how to proceed.

COMMUNICATIONS

This station lets you receive and transmit messages. Normally you have a choice of tone in the way you respond to pleas, queries or challenges.

NAVIGATION

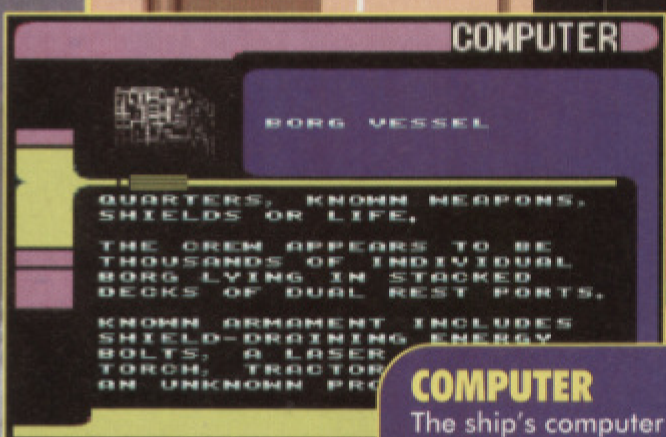
This station displays a 3D model of galactic space. You select your planetary destination from the navigation menu. After destination is recorded, speed is selected.





SENSORS

Continual scanning provides information about subjects in the main viewer.



COMPUTER

The ship's computer is an invaluable source of information on a wide range of topics, including Starfleet planets and cultures, the Enterprise and Astrophysics.

ENTERPRISING SPIRIT

Your Starfleet vessel under your command is the USS Enterprise, a Galaxy class Starfleet craft. This is the fifth ship to bear the name since Capt. James T. Kirk piloted the Constitution class ship in the late 23rd century. The Enterprise is 641m long, has a crew complement of 1012.

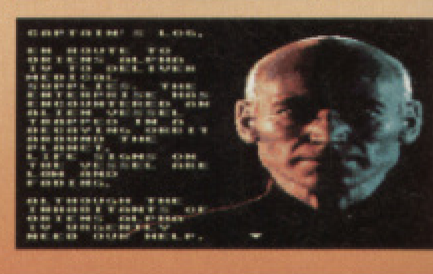
PROPULSION

The Enterprise has two separate propulsion systems for interstellar and local space travel. **Impulse power** is used for travel below the speed of light. **Warp power** is for attaining speeds beyond the speed of light. The increments of warp speed are between one and ten. Warp Factor One is light speed, Factor Ten is a theoretical infinite speed.. Higher warps drain energy, and risk structural damage (Jurisdiction: La Forge).

TACTICAL

The ship is fitted with all round deflector shields, activated from panels mounted to the ship's exterior. These take energy priority during tacticals. The Navigational Deflector sweeps away obstacles in front of the Enterprise during warp speed (Jurisdiction: Riker).



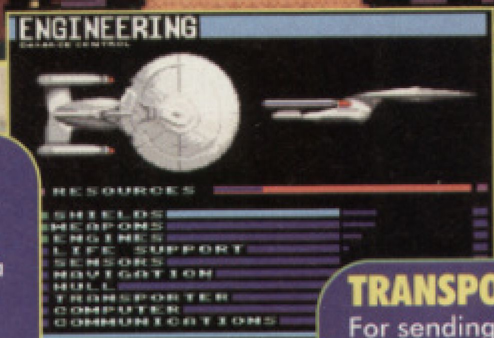




MAIN VIEWER
Your visual link with the area of space around the Enterprise.



1 PLAYERS	
RELEASE	TBA
BY	SPECTRUM HOLOBYTE
PRICE	TBA
PERCENT COMPLETE	

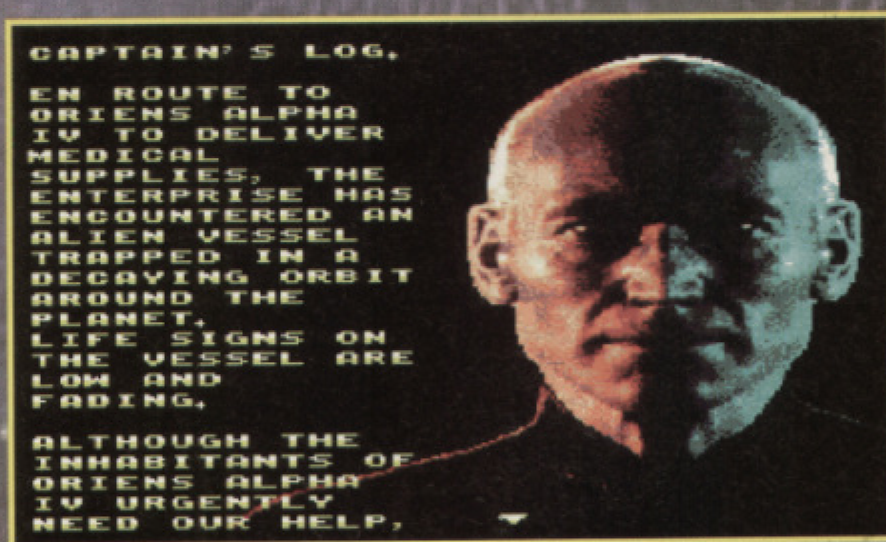


ENGINEERING
The panel displays a schematic of the Enterprise hull, and a statistical damage breakdown for each department.

TRANSPORTER
For sending away teams. A four person team is selected from the crew list and sent via the transporter panel.

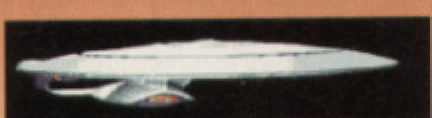


▲ *It is not for us to judge why these beings wear tea towels. We are observers.*



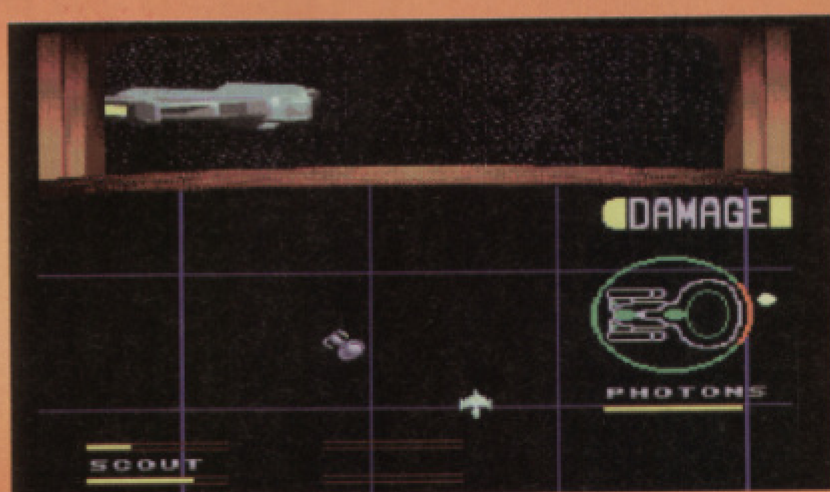


TACTICAL
All battle ops are directed from here. Tactical is shown on a 'overhead' grid scan, showing Enterprise and intruder.



WEAPONS
The Enterprise has two weapons systems. Phasers use special phased light impulses of incredible intensity. At full strength, Phasers can destroy a small moon. Proton Torpedoes are computer targeted 'bombs' containing a small piece of anti-matter. (Jurisdiction: Worf).

NAVIGATIONAL
The ship's computer is programmed with all the member planets of the Starfleet Federation. Transport from orbit is made by particle transporter. This device uses two sensor panels, above and below the transport subject which reads their molecular and sub-atomic structure and converts them to an energy pulse. This is directed to a fixed point and then unscrambled into a matter trace (Jurisdiction: Data).

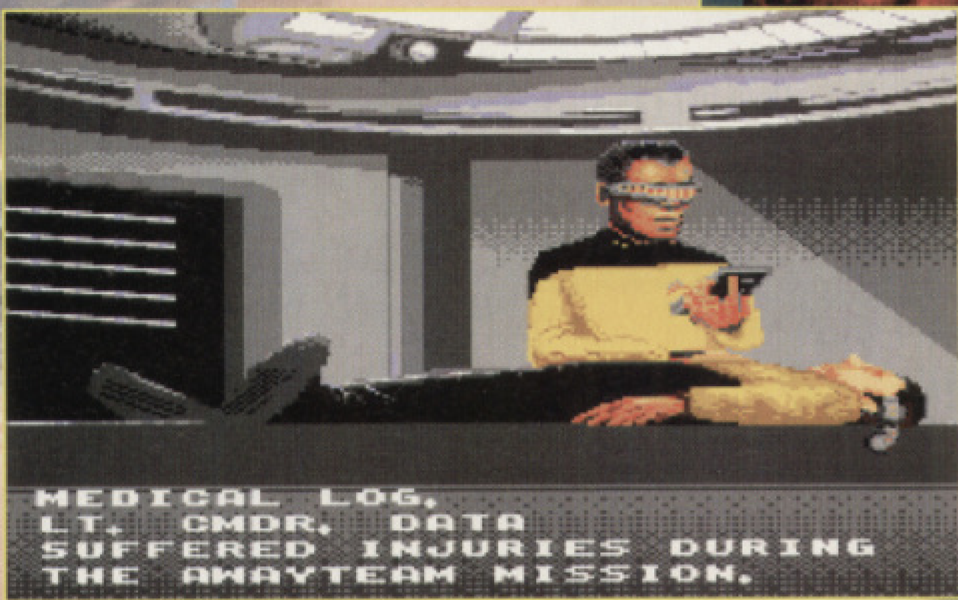


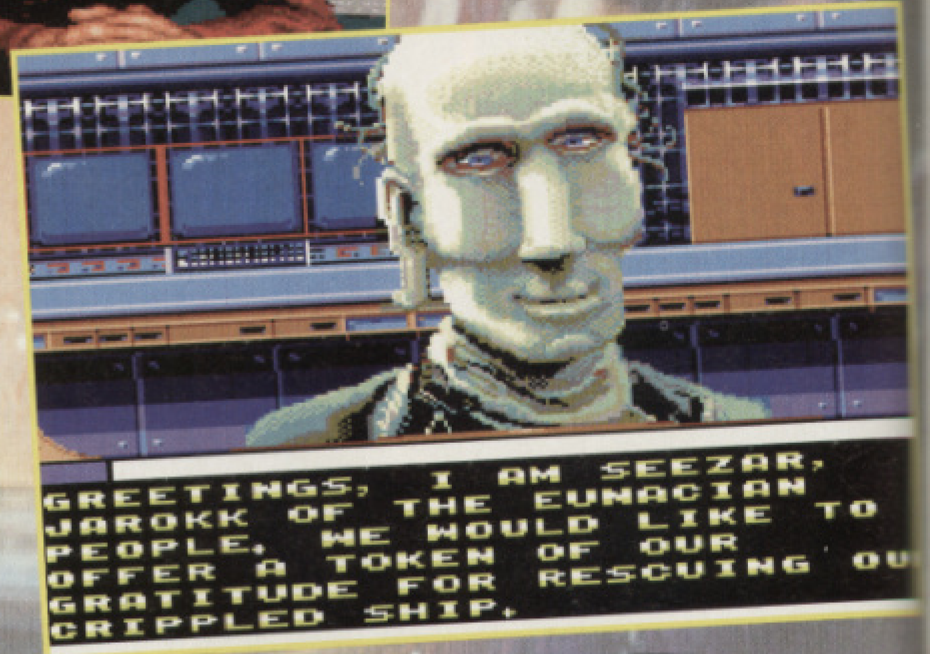
THE PRIME DIRECTIVE

Star Trek: TNG should not be approached as just a space battle game, as this violates the Prime Directive. This is the first rule of Starfleet Command — that officers must not intervene or interfere with the flow of life unless it threatens them directly. Haring around the galaxy shooting down Klingons comes into this category. Therefore, it's always better to communicate first.











▲ *Riker racked by robotic phaser.*



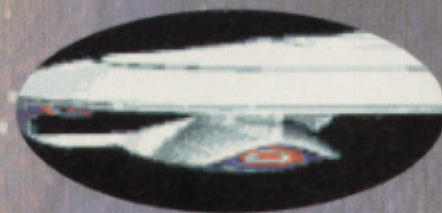
▲ *La Forge's vision come in handy.*







▲ *In the 24th century, the Legion of Shamen fans is a deadly force.*



THE AWAY TEAM

A large part of you mission involves 'beaming down' to the planet surfaces. Using the transporter, you take up to four members to explore distress signals, deliver goods or make contact. On the planets you visit, there is often a specific goal to be achieved before you may leave. Planets are viewed as overhead mazes.

THE UNDISCOVERED COUNTRY

By the 24th century (the time of TNG) 19% of the Galaxy has been charted. Even this represents a mind-boggling range of stars, many merely marked on star maps and still unexplored. The TNG game covers the small part of this area known as Federation Space. Most of the planets in the systems are uninhabitable and cannot be visited. So it's a good idea to follow directions instead of cruising around looking for somewhere to beam down.







LEVEL INTO
Argos
SONIC 3
CAT. NO. 364/3433
CAT. PRICE £59.99
NOW IN!
LATEST TITLES
GAME POWER
NEW
NOW OVER 160 TOP GAMES AT ARGOS SUPERSTORES!

MEAN YOB



I am here today to talk to you about Sod's Law. It is a famous rule which tells of how, if something could possibly go wrong, it will. It affects the trains when you need to get somewhere on time, and it causes spots to appear on your nose if you've got a hot date. It also means that if you do something wrong and think you've got away with it, a strange fluke of fate will rumble you. It's also Sods Law that dictates that, when I want to write something funny here, my brain fails me completely. Ah well, if you want to converse with Yob, please feel free. We can't return letters (as we wouldn't want to touch them when he's finished), and a few offerings may cajole the old git to be nice to you. But if you still want to take the risk, send your letters to:

GET YOUR HANDS OFF MY SOFT FRUIT MAILBAG, MEAN MACHINES SEGA, 30-32 Farringdon Lane, London, EC1R 3AU

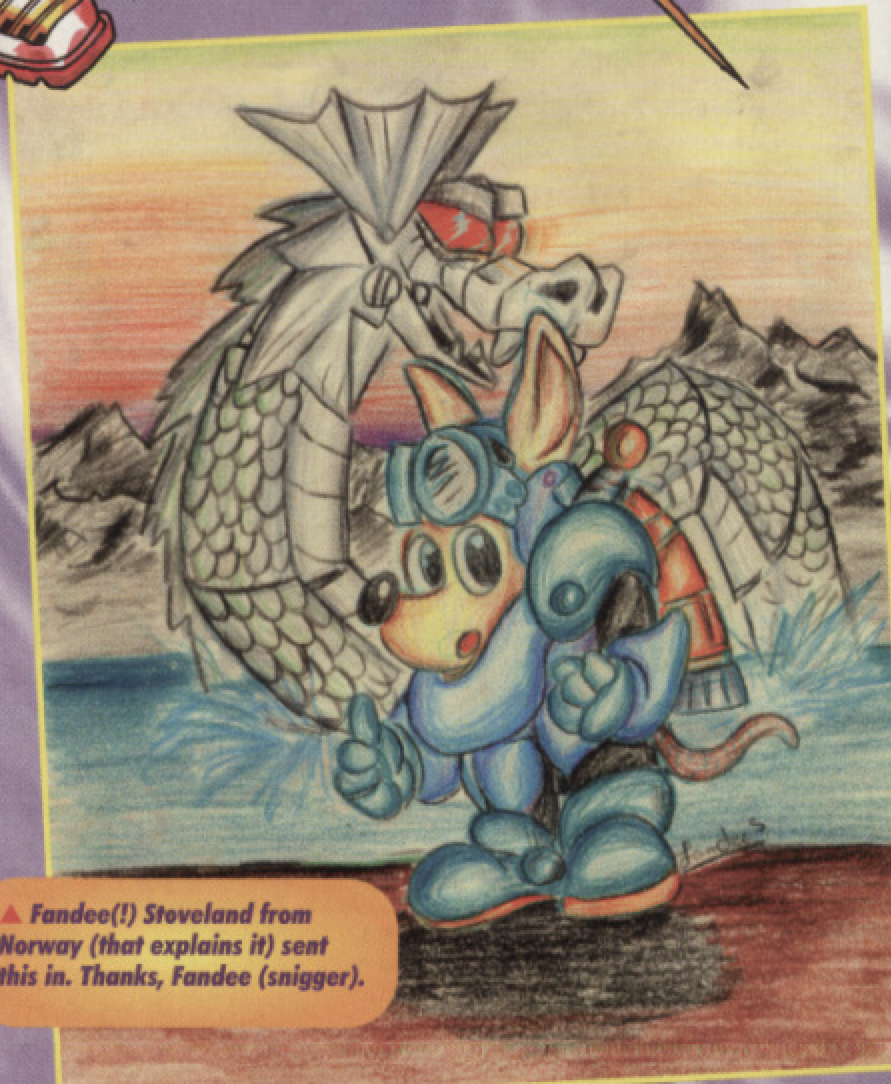
COLUMBO

Dear Yob!
I used to find that, when I wanted to know a percentage of a game, instead of rummaging around in my old back issues of Mean Machines, it was handy just to grab any issue and look up the game in the Index. I have one simple question: where the hell did it go?
I would recommend you bring it back as this would be the icing on the cake or your near-perfect magazine.
Matty Wheyard, Nottinghamshire

YOB: The reason the Index went is because it was taking up more and more space. We may reintroduce it occasionally, but it certainly won't be appearing every issue. After all, why fill six or more pages with old games, when there are so many new ones to review or preview? The idea stands up to less close scrutiny than a skiddy undies check in the school changing rooms. Honestly, you lot want it all: cake, icing, and to be able to eat it. Tsk.

McCLOUD

Dear Yob,
I have a slight problem. When playing FIFA Soccer with Scotland against England, when Scotland were winning 2-0, the game blanked out and a screen appeared saying 'Sega library internal error illegal instruction



▲ *Fandee(!) Stoveland from Norway (that explains it) sent this in. Thanks, Fandee (snigger).*



▲ *Ryan Teagu asked us to print this because he thinks it's 'sexy.' Still, it takes all sorts...*

error at $11aa0. Can you please tell me what this means and why it happens.
David Mackay, Invergordon
YOB:Basically, it means that your Megadrive hates you so much that it intends to spoil your games whenever it gets the chance. The error message is in fact a binary translation of 'cop that, you git.' Then again, perhaps it was just a one-off problem and one that isn't exactly rare – certainly not worth contacting Arthur C. Clark for, anyway.

IRONSIDE

Dear Yob,
I think you were very unfair on Sensible Soccer. It was reviewed in the same issue as FIFA and, as such, was put down a lot. After Christmas I went out to buy a copy of FIFA, but it had sold out so I went into Boots and bought Sensible Soccer instead. Ever since, I haven't been able to get off my Megadrive. I think it's a great game and deserved a batter rating that it got. Ok, so FIFA is better but I reckon that the only reason you scored Sensible so low was because they came out at the same time.
Carl Evans, Shrewsbury

YOB: Doh! Sensi was awarded 85% which is hardly a low score, you dinlo! Basically, just as every new beat 'em up is compared to Street Fighter II, FIFA acts as the benchmark for all new footy games. It was always going to be compared and I'd rather spend my forty-odd quid on a game which is both playable and pushes the Megadrive's limits than one which is playable but is a barely-enhanced Amiga game. If I was Alex Ferguson, I wouldn't just buy another player because Ryan Giggs was off with flu...

SHOESTRING

Dear Yob,
I have come from another galaxy to torture you until the day you die. I will lock you in a room and play Take That records over and over. I think Street Fighter is crap. And your insults are crap. Come on, insult me – I dare you.
Jon Sidler, Somewhere
PS. Print this or my army will break your legs
PPS. Give us £100 or the same will happen to your arms
PPPS. If you take the mick out my last name, I'll kill you
YOB:Dear John Major, With regards to your recent quotes regarding the quality of the UK's schooling methods, I enclose the above letter. This will hopefully prove to you that an alien race is obviously replacing the brains of some of the nation's dippier kids with cow cack. It's not as if it's a one-off either, as we get no less than three or four irritating letters a month from trainee Dung Beetles such as these. Please, if an investment of cash will help secure the future from nob-rots like Mr Skidler here, please invoice me for as much as you need. Lotsofluv, Yob...

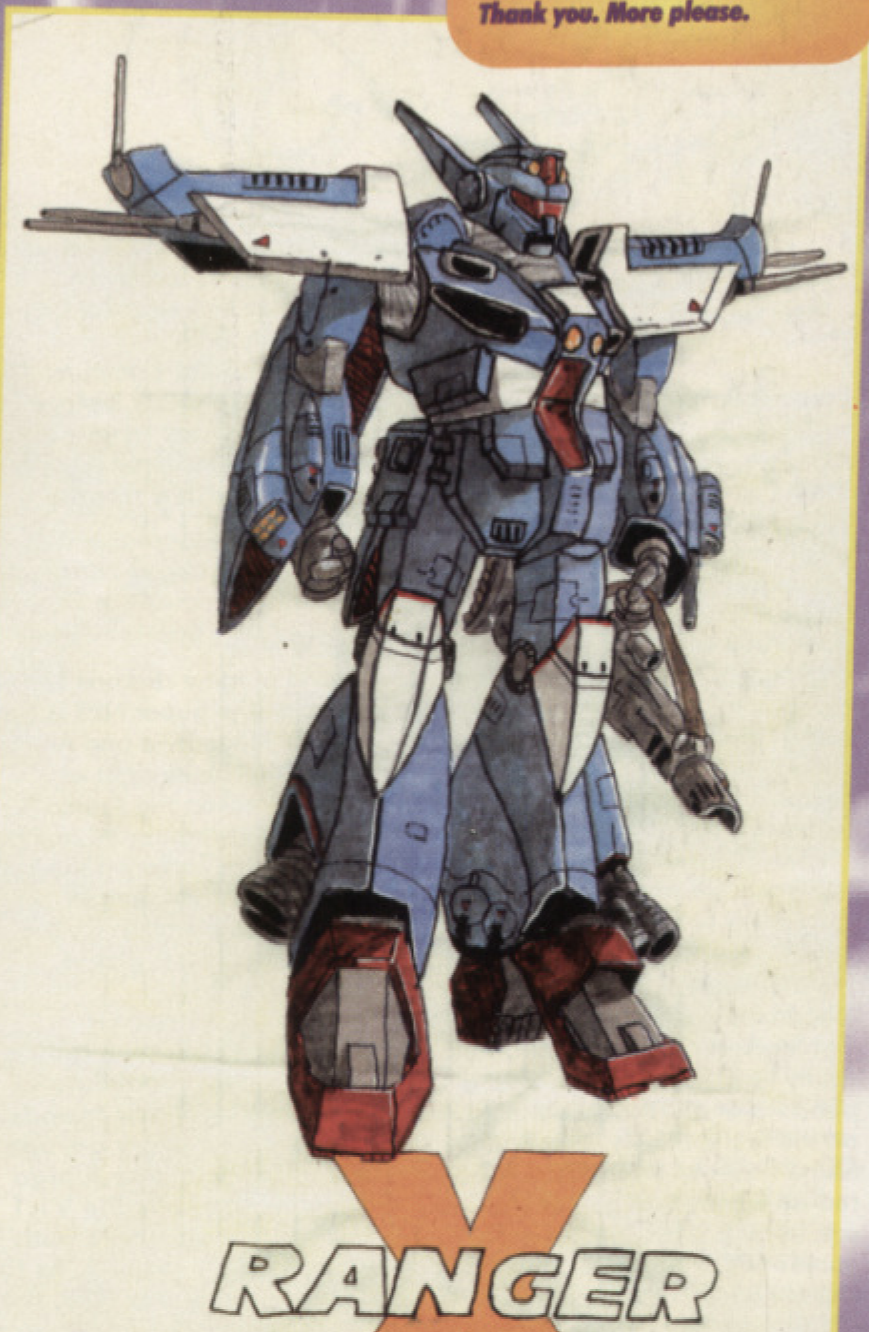
HAZEL

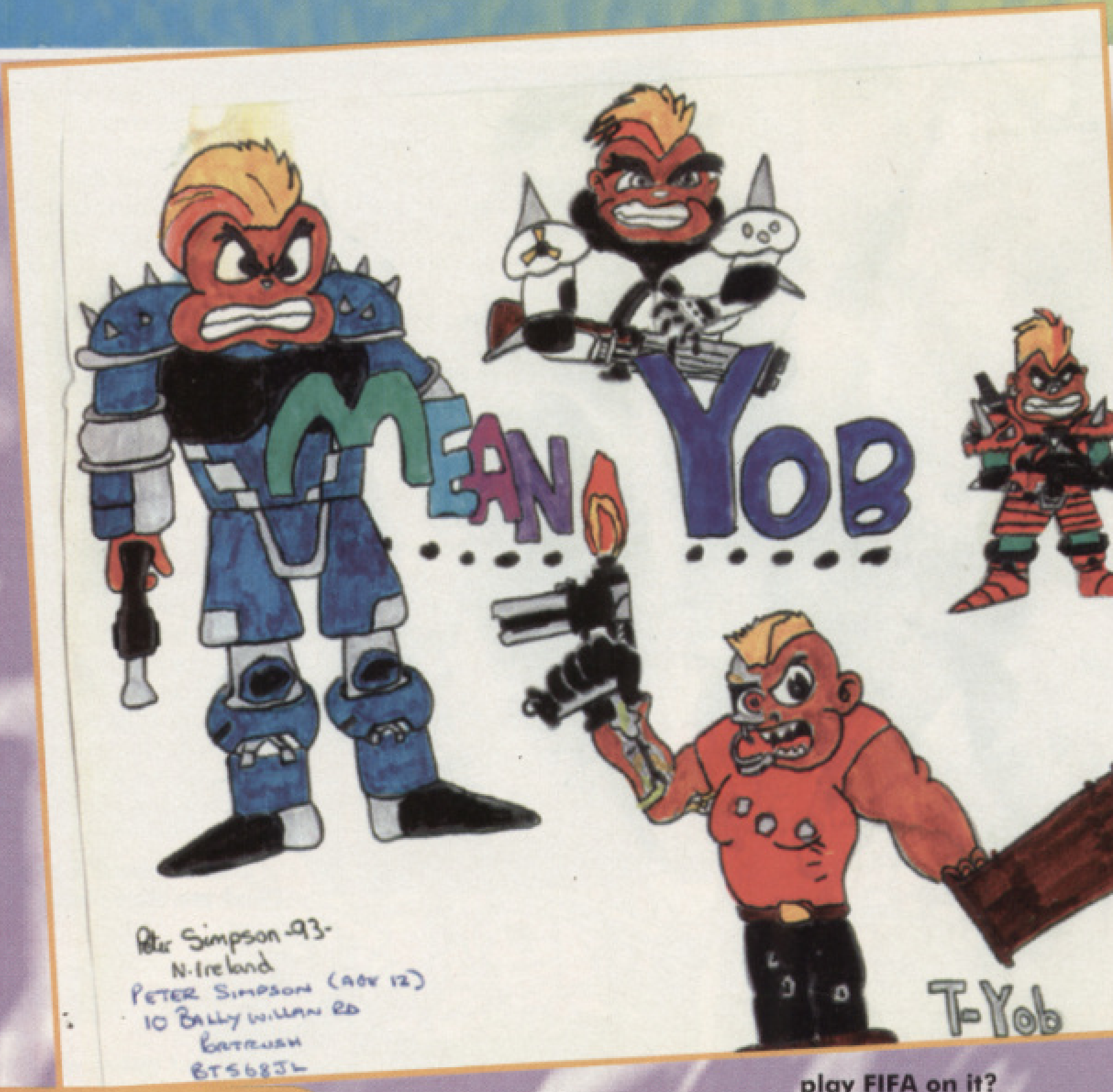
Dear Mean Yob,
I am having problems on Sonic 2 on Act 3, Level 1 Underground Zone for the Game Gear. It's the bit where the balls bounce down the hill and kill the crab.
Chris Cavill, Luton
YOB:Who do you think I am, the sodding Gamesmaster or something? Look I don't wear a sieve on my head, I don't speak at 100mph, I don't live in a seaside resort, and I don't give tips. Now kindly bog off.

TAGGART

Dear Yob,
I think your magazine is great but I think you should review Super NES games. I really enjoyed the Alien 3 review. I also have a problem: I have borrowed a mate's copy of Mario Kart, but it won't run on my Megadrive. I think there must be something wrong with it. Please help. Also, can you send me £100 as I'm short of cash and want to buy a

▼ *Brian K. Francis. A picture by. Thank you. More please.*





▲ *Yob through the ages as seen by Northern Ireland's very own Peter Simpson...*

Barcode Battler and some barcodes for it.
A.R. Sole, West Lothian
YOB:Y'know, when I was young I had so many mates and things to occupy my time, I couldn't be bothered to write trash into mags. Mind you, with your obvious lack of wit and intelligence, it's no wonder you're staying in writing bilge like the above. By the way, if that isn't your real name, I think it's worth you adopting it.

MORSE

Dear Yob,
We are two really fed up Megadrive owners of Street Fighter II. We have tried it on difficulty level 7 but couldn't get a punch in at all. Then we tried it on the first difficulty level but found it just as impossible. We realise we are sad games players, but this is just one of many games which baffle us. Others include Sonic and Dark Castle. We also bought a copy of Alien Storm for the Master System but found it doesn't work on our Megadrive. One more request: please send us a copy of Terminator II: Judgment Day as it looks really brill.
Sonic and Mario, Computer Town
YOB: Oh, go away before someone treads in you and has to pick your remains from their shoe with a nearby stick...

KOJAK

Dear Yobber,
A friend of mine reckons Sensible Soccer on the Super NES is better than the Megadrive and Amiga ones. Is this bloke right or wrong? I reckon the Amiga version is better than both, and that Street Fighter Turbo on the Super NES is better than Special Championship Edition for the Megadrive. Please, please, please print this.
David Vicary, Amersham
YOB: First of all, stop telling porkies – everybody knows you haven't got any friends. It's written on every garage door in London. The Amiga version (especially the V1.1 version) is identical to both in virtually every respect. As for Turbo on the Super NES, the only the thing the Sega game lacks is decent sound. Besides, if your mate's Super NES is so good, why can't he play FIFA on it?

CANNON

Dearest, meanest Yob,
How are you feeling today? I am fine. Here is a brief note to tell you about my brandest, newest game invention. It is called Street Fighter II Slow Motion: Snail Fighting. The title basically tells you what it's about: a slow-motion beat 'em up. Like the sound of that? It plays almost the same as Hyper Fighting, but goes the opposite way in that it's a lot slower and crap. Once you start playing you won't be able to put the joypad down. And I mean you literally won't have that particular capability. For the simple reason that the game cannot finish because if a character like M. Bison threw a punch at another player, say Ryu, it would be such a slow punch that Ryu would have enough time to jump over the attack every time. This could happen with any of the characters. Boring or what? Crap or what? Avoid this game if you are an action-loving Megadriver.
Mr Crap Games Inventor, Stockton-on-Tees
YOB: Sorry old bean, but you've been beaten to it. Kaneko did the same sort of thing several months ago with a piece of smelly drippings called Deadly Moves. What's more, they also captured the dull end of the platform market with the equally squalid Chester Cheetah: Too Cool To Fool. Never mind, if you hurry, you'll be able to come up with an arcade/adventure even slower than Dark Castle. Then again...

JESSICA FLETCHER

Dear Yob,
I have a complaint to make. When I went to the States I was going to buy Bulls Vs Lakers which was cheaper than Bulls Vs Blazers. In the end, I bought Bulls Vs Blazers only to find out they were the same game. I also saw a cheat for Lakers in your magazine and tried it out with my copy of Blazers and it worked! Are they the same game?
Simon Potts, Staines
YOB: To all intents and purposes, yes. EA have a game engine for the likes of Madden and Hockey which they tweak and add new features to if they feel they can add something really worthwhile to the game. The same thing happens with Lakers/Blazers. The main differences lie in the statistics and little speed additions, but, yes, the basic source code is the same. Remember: Confucius he say: Always Read Mean Machines Before Buying A Game. But not any more because he's dead and would probably whiff a bit now if you were to go and ask him a question.

DALGLEISH

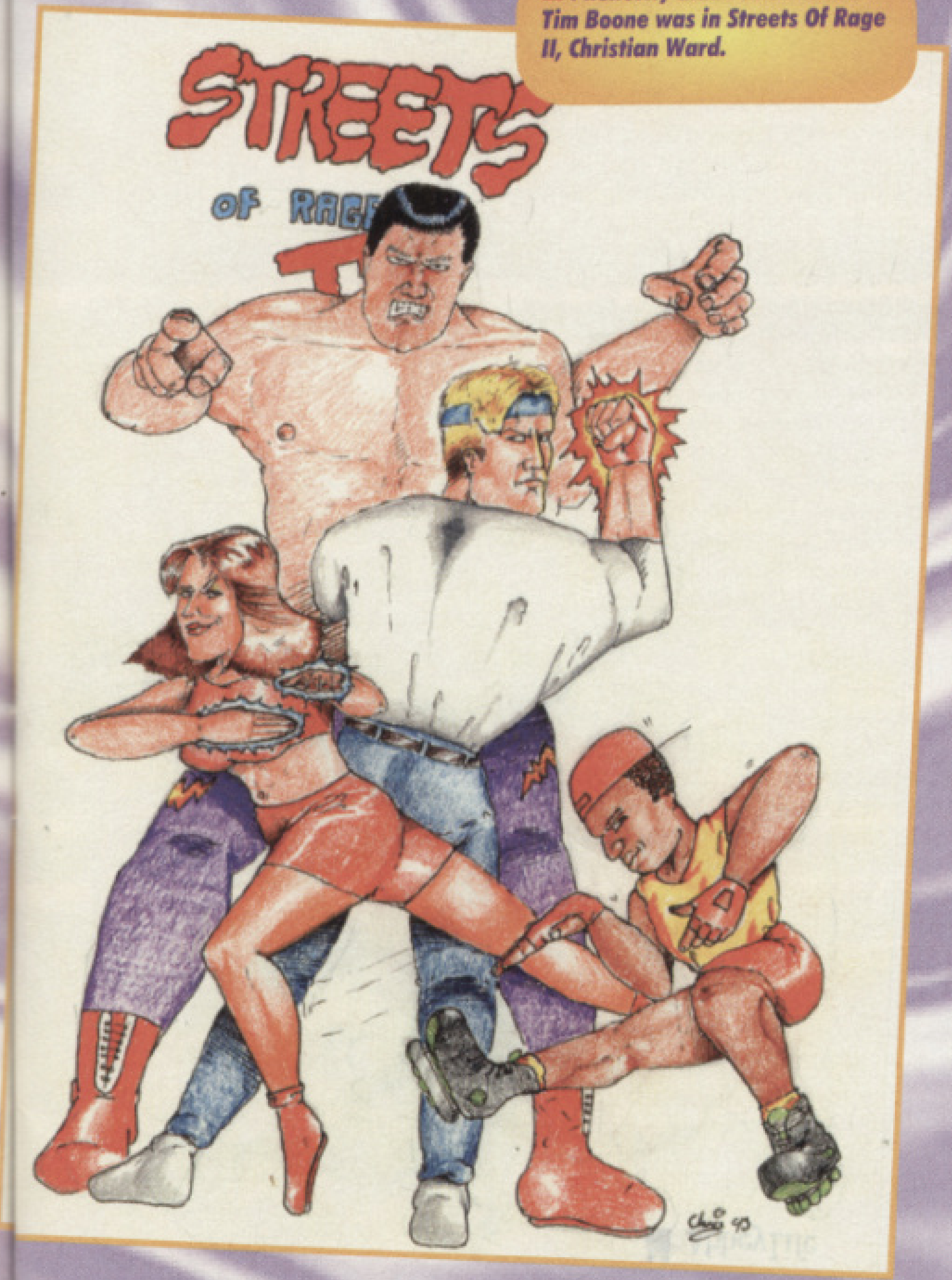
Dear Yob,
In the four years that Sega have been making Megadrive games I feel the price of games has gone up too much. For instance, when they started making 16-Bit games, the average price to pay was £30-35. Now it's anything between £45-65. Sonic Spinball, for example, is a few levels of bad collision detection and cannot justify its fifty quid price tag. Mind you, the only alternative is to add an extra sixty quid and buy a Super NES so you can be ripped off by Nintendo, too. Don't worry, though, as in two years' time Konami will finally release Elite II for the Megadrive for a measly £80. Why so much, you ask. Because it has got a chip in it and it costs a lot to

make. Hmmm, that's bull. It's because supposedly reputable magazines like you won't persuade us consumers not to buy them. In fact, you just want us to pay extortionate prices and make our Ma and Pa's poor just to see good graphics and see Sonic in another blatant cash-in (ie. Spinball). And you probably don't winge to the big companies like Nintendo and Sega about how they're making children go out and steal so they can get the chance to score a goal in FIFA Soccer.

It's about time the public got smart. If nobody bought any games, Nintendo and Sega would still be making a hideously big profit. Many a time I have ignored the mickey-taking from Amiga owners who get their games for as little as £15 less than half the price of a Megadrive game, and with the advantages of being able to save to disk, etc.

Mike, Margate

YOB: Whilst I agree that games are indeed overpriced, I think that saying Nintendo and Sega are forcing kids to go out and steal for them is a bit over the top! I mean, they're hardly major-league Fagins out to pick the pockets of the gentry! Yes, games are too dear, but Sega's argument that it does cost more to use extra chips is a valid(ish) point. Maybe not to the extent of sixty-odd quid, but you'll still have to pay more if you want Virtua Racing's polygons to be as close to those of the coin-op as possible. Both Nintendo and Sega are currently being investigated by the Monopolies Commission (who aren't allowed to pass 'Go' or collect £200) who will decide whether games are currently too dear. If both Sega and Nintendo can't come up with a justifiable argument for their pricing, then we can expect to see a reduction in price later in the year – along with the heads of the companies sat in stocks so the games-buying public can lob fruit at them. Until then, nobody's forcing you to buy games...



▲ ***I honestly didn't know NMS's Tim Boone was in Streets Of Rage II, Christian Ward.***



▲ ***Dunno who did this one. Batman and Sonic in a nightmare scenarion. Discuss.***

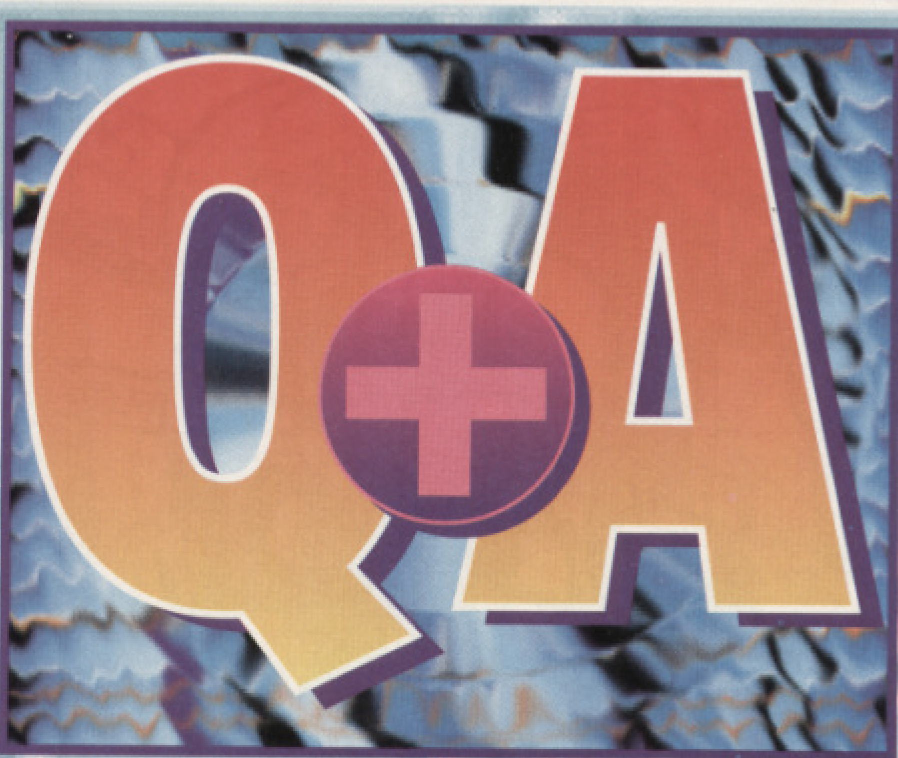
FATHER DOWLING

Dear Yob,

A few days ago I bought Mortal Kombat on the Amiga 500 and I think it is a better version than the Megadrive version (which I used to own). It has more speech, more gore and better sound effects, and it only comes on two disks. I also own SF2 for the Megadrive and this massacres any version of Mortal. The point I'm trying to make is that the Amiga is not sad, and can come out with some good games – Stardust has an outstanding Mode 7 effect, for example. Before I go I have one last question: is the Saturn still going to be a 32-Bit machine when Atari's Jaguar will be 64-Bit and Nintendo's Hyper NES will be the same.

Asad Ali, Leicester

YOB: You fur-brained chimp! I don't actually recall slagging the Amiga off! Additionally, I have never been a fan of Mortal Kombat in any of its forms, as I think it was a half-baked piece of tripe which was only popular because of the brilliant hype surrounding it. Basically, it's just a second-rate beat 'em up which isn't half as instinctive as Street Fighter and which tries to use gore to redeem its lack of playability and originality. Actually crap is the word I'm looking for. As for the Saturn, yes it's going to be 32-Bit, CD-based machine — but don't write it off yet. The Jaguar's software support is slow to say the least, and the as-yet-unnamed Nintendo machine only exists in Mario's sticky-pant dreams. If it happens in the next year or so, I'll roast my knackers over a candle.



STEVE'S Q&A



Oh, the misery of it! Locked in a dusty room and smelling like a conga in an old peoples' home, Steve Merrett has only the monthly deluge of question-filled letters to look forward to. Yes, whilst normal people are out enjoying life and walking dogs and things, Steve and his oversized brain prepare for more Super Street Fighter and Mortal Kombat 2 questions. As Englebert Humperdink (ask yer Mum) once sang, 'Please release me...'
However, whilst he's still in there, why not take advantage of his inprisonment to pick his planet-sized brain, zombie-style. Just drop him a line at OF COURSE I HAVEN'T FARTED, I ALWAYS SMELL LIKE THIS Q&A, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

TUKKA BOOTS

Dear Steve
Please answer these questions for me.
1. Which Star Trek game will be appearing on the Megadrive?
2. When will it come out?
3. What do you think is the best game available for the Megadrive?
4. Will Star Wars be coming out on the Megadrive?
5. Apart from Kick Off, are there any football games planned for release on the Game Gear?
6. What is the best game on the Game Gear?
Stephen Kirk, Bothwell, Glasgow
STEVE:1 and 2. There's a Next Generation game on its way from Spectrum Holobyte and it's looking very smart indeed — and an enhanced CD version is also on the cards. Also, a Deep Space nine game is also on the cards, but has yet to be picked up by a UK distributor. Neither have firm release dates as of yet. 3. At the moment it's FIFA, but it changes virtually every other month. 4. Yes, sometime in April. 5. Sensible Soccer is on its way and is excellent, and Tengen's World Cup Soccer is already out. 6. Sonic still reigns supreme, followed by Defenders Of Oasis.

BRACES

Dear Steve
Here are some questions for you:
1. When the Cinepak comes out, will it allow the Mega-CD to produce 'clean' Full Motion Video, like a laser-disc?
2. Is Virtua Racing on the Megadrive better than F1?
3. Here in Sweden we don't get a six-button joypad when we buy a Megadrive II. Why?
4. Is Silpheed any good?
5. Why do you keep telling readers they can't subscribe? I subscribe!
6. Are Double Switch, Prize Fighter and Ground Zero Texas any good?
Joakim Hammarström, Höganäs, Sweden
STEVE:1. It'll allow clearer pictures, but not TV quality. 2. Is a Ferrari better than a Skoda? 3. Dunno — perhaps the UK won't let you have them because you gave us Abba. 4. It's a playable blast, but basically it's Galaxians with knobs on. 5. Do we? Well, slap our wrists. 6. Yes, no — complete crap, and limited.

TANKTOPS

Dear Steve
Please could you answer the following questions:
1. When will the following Sonic titles be released — Sonic 3, Sonic 4, Sonic CD 2 and Sonic Spinball 2?
2. In Sonic Spinball 2, is it true you can choose one of three players — Sonic, Tails or Rosey from Sonic CD?
3. When will PGA Tour arrive for the Mega-CD?
4. Is it true that Super Street Fighter 2 will be released on Megadrive and Mega-CD at the same time?
5. When is Streets of Rage III out? How much will it cost?
6. When will the RAM for the Mega-CD come out, and how much will it cost?
7.Will the RAM allow us to copy CD games?
8. Will Sega bring out a machine which fits under the Mega-CD to make it a 32-bit or 64-bit machine?
9. Is Sega planning a replacement for the Game Gear?
Thanks Jaz.
Anon
STEVE:1. Bloody hell! We've only just got Sonic 3 and already we're getting questions about a fourth game! Give Sega a chance! As for the others — there's no news, because I expect the programmers are still shagged out. 2. No, because you've just made it up. 3. As soon as the bus turns up — ie. there are no plans for a conversion. 4. I take it you're Doris Stokes or some other medium. Bearing in mind Capcom haven't set a release date yet, what makes you think they've decided on a simultaneous release? 5. Sometime in March, the price hasn't been decided yet. 6.

PEDAL-PUSHERS

Dear Steve
Print these questions, or I will make you play Ghostbusters.
1. Is Eternal Champions any good? (If not, thank God).
2. Why do people play Sensible Soccer, and who let them out the asylum?
3. Will Mortal Kombat 2 be coming out on the CD or Megadrive?
4. Is James Pond 3 crap?
5. Why are you a twat?
Soho
STEVE:1. Yup. 2. Because they haven't got FIFA probably. 3. Both. 4. No, but it's nothing special. 5. Because I want to be — what's your excuse?





Official Mega-CDs already have it included. Only unofficial machines are without, and you're importer should be able to help you out. 7. Nope, it's only for saving game positions. 8. Nope, but the Saturn will be a 32-bit CD-based machine. 9. There's rumours of a 16-bit handheld, but nothing definite.

JEANS WITH PIPING DOWN THE SIDE

Dear Steve
Hi, my name's Stephen, also known to my close friends as a big pile of crap. Anyway, straight to the point, I have some questions that will test your answering trouser powers to the fullest.
1. The other day I was at the airport when I found this badboy (in English this means 'very good') arcade game called Premier Soccer. Will it ever be released on the Megadrive?
2. When Star Wars is released on the Megadrive, will it be the same as the Super NES version, but without the Mode 7 jiggery pokery?
3. Is the Megadrive cart chip going to be better than the Super FX?
4. Is the Sega Saturn going to be better than the 3DO?
5. Why isn't Jaz the Editor anymore?
6. My friend asks if Syndicate is going to be released on the Megadrive?
7. And finally, will J-League Soccer ever be released here?
Stephen Hughes, Earlsfield
STEVE:1. No news yet. 2. No, it's a conversion of the rather smart NES version. 3. Oh, yes. 4. Yep. 5. He's gone to seek fame and fortune in the US of A. 6. It certainly is — courtesy of EA. 7. Probably not.

POLYESTER 'Y' CARDIGANS

Dear Steve
Please could you answer my questions.
1. When will NBA Jam come out on Megadrive? Will it have the speech of the arcade version?
2. What is the best game you have ever reviewed?
3. Is Ground Zero Texas good in the arcade, and will it be the same on the Mega-CD?
Your mag is the best.
Phillip Selby, East London
STEVE:1. See last month's review for the full story. 2. It has to be FIFA. 3. It was never in the arcades, so no it'll be better. Doh!

WHITE TOWELLING SOCKS

Dear Stevie-boy
Please answer these questions.
1. Which is the best beat 'em up (besides SFII)?
2. Is Zool any good?
3. Is Chuck 2:Son of Chuck any good?
4. What is the difference between the Megadrive 1 and 2?
Thank you for all your time.
Tom Buttigieg, Warwickshire
STEVE:1. Eternal Champions! 2. Nope. 3. Yeah, but a bit limited. 4. The Megadrive 2 is a smaller machine and has lost the volume button and headphone port.

LACOSTE GEAR

Dear Steve
I've got a few questions for you, would you please answer them?
1. With Saturn and 3DO on the way, do you think the Megadrive is on its way out?
2. What do think of our games collection: Ecco, SF II SCE, FIFA, Alien 3, Sonic II, SOR II, EA Hockey, Mortal Kombat, Terminator II?
3. Where did Rad go?
4. What's the best out of Landstalker, Shining Force and Phantasy Star III?
5. Nice question — what's your shoe size?
Sorry for all the room taken, but please print the letter.
Jesse Van Kalmt-Rout, Ruiphen, Holland
STEVE:1. Not for a while. 2. Very impressive, but it could do with a dust. 3. Ten feet along the office. 4. Landstalker. 5. Big tens.

TONIC TROUSERS

Dear Steve
Our television has gone a bit funny because it has got a green fringe around the screen. Is the television going, or is my Megadrive going? I play a lot of video games on it, and the colour seems to flicker. I was told video games can break down televisions. Is a monitor okay to use on a Megadrive? How much is a monitor? Where can I get one?
Steve Theobald, Cheshunt, Herts
STEVE:It sounds like your telly's on the way out, but your console can't be blamed for that. Monitors offer a much clearer picture, and are available all over the place for roughly £200.

MOON BOOTS

Dear Steve
I am writing to you to ask questions.
1. Is there going to be a Cool Spot 2?
2. Is Flashback or Another World ever going to appear on the Master System?
3. Can you please, please give me the address of Sega?
Andrew Beecroft, Ipswich, Suffolk
STEVE:1. We hear that Cool Spot Goes To Hollywood is on the cards. 2. No. 3. 247 Cromwell Road, London. SW5 9GA.

LOAFAHS

Dear Steve
Please could you answer these.
1. I have Toejam and Earl. Do you think I should sell it and get Toejam and Earl 2?
2. I have SF II. Do you think it's worth getting SSF II next year?
3. I've heard of the Wondermega in Japan. Will it ever come out in the UK?
4. When is Road Rash III: Roller Rash, coming out?
5. Is the Sega Saturn 32-bit or 64-bit?
Alan Hariner, Dorchester
STEVE:1. Yes. 2. Yes. 3. No. 4. It's called Skitchin and is out in March. 5. 32-bit.

HARRINGTONS

Dear Steve
Answer these questions for me.
1. In Issue 16 you reviewed Eternal Champions. How come their names are like those of The Gladiators? Eg. Shadow = Shadow, Trident = Trojan, Larcen Tyler = Saracen, Jetta Max = Jet.
2. In WWF on the Mega-CD, when you accomplish a finishing move, does the Mega-CD play the video graphics of that move?
3. If No. 1 is right, can I have Royal Rumble on the Megadrive?
Anthony Smith, London
STEVE:1. How do you get Trojan from Trident! I mean if there was an eternal champion called Wilf would you think he was related to Wolf? Oh yeah, and all the Street Fighters are named after pop stars. Vega = Suzanne Vega, and Chun-Li = Peters and Li. Or something. 2. Nope. 3. No.

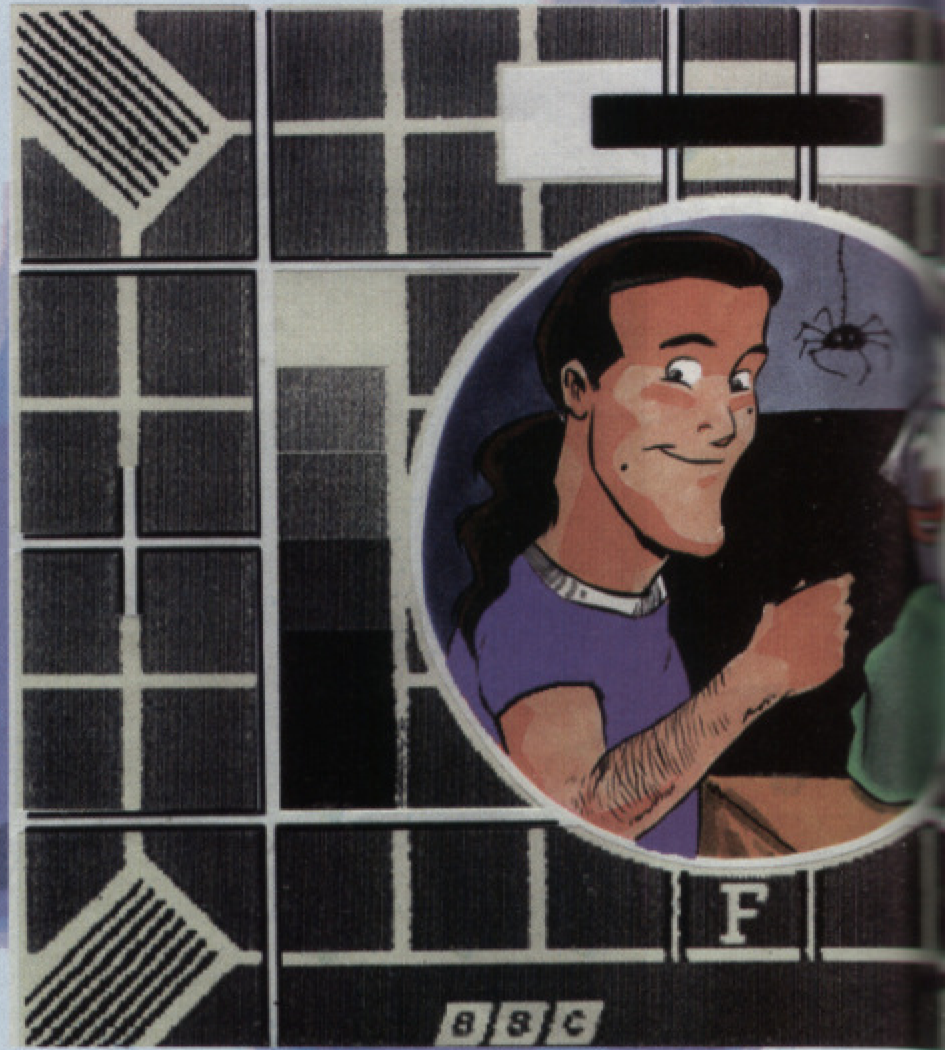
With a huge effort, Steve found he could move his legs. Falteringly he headed for the door, and inched towards the only thing between him and clean trousers. Just the steps to go and he was free. Will he get out? Will he manage to avoid the comedy rollerskate left in his path? Tune in next month for the next thrilling instalment of Q&A with Steve Merrett.

PAUL'S TIPS

SPRING

It's Springtime, the time of year when strange things can, and often do, happen. People generally become more *productive* in this celebrated season. Not least the dribbling, red-eyed, caffeine-driven monsters that inhabit the small tips section each month. Yes, you can always tell it's Spring because Steve walks around with his hands in his pockets and Lucy sucks her thumb; Gus makes lots of strange phone calls and Oz says 'Booyaah!' more often than usual – no mean feat in itself.

Well I suppose you know what's coming next — keep producing those tips and send them in, you muckers! No half-hearted efforts please, and only first-hand genuine articles accepted. No used items, please – it is Spring after all. Send all entries to: **IT MAY BE SPRING, BUT I AIN'T SNIFFING NO FLOWERS SMALL TIPS**, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, Farringdon, London. EC1R 3AU.



ALADDIN

As everyone is surely aware by now, Sega's Aladdin is quite superb. It's so wonderful in fact that the Japanese Multimedia Software Promotional Committee has voted the game as being the best of 1993! This is a good excuse to print Mr M D Parkes' extra continues and extra games cheat. MD advises you to guide Aladdin through the desert stage without touching any of the blue marker pots, collecting all nine gems in the process – and all the genie faces, too. At the end of the level kill Aladdin by falling on to the spikes, whereupon he restarts the level but retains the gems he collected. With these he can purchase extra lives and continues from the street merchant. There is also an extra life located to Aladdin's left at the beginning of the level.



FIFA INTERNATIONAL SOCCER (PART ONE)

Ok, pay attention everybody! Nikolai Segura has discovered a way of defeating any team in Electronic Arts' superb kickabout. Select a one-player game using controller two. Before the game starts use the second controller to choose the 'Starting Line-Up' option. From here, it's possible to really make a hash of the opposing team's team — exchanging their attackers for goalies.

Another cheat is the perfect time waster. Position a player approximately an inch from the oppositions' goalie as he is about to kick the ball. When the ball is kicked, press C and your player jumps to block the ball. The goalie retrieves the ball and tries again. This procedure repeats itself indefinitely and it is even possible to sneak in a goal! It even works with off-sides switched on!

Finally, Nikolai has a cheat for corners. If the kicker aims for the furthest, topmost corner of the six yard box the receiving team member makes as if to head towards the goal for a spin (using the C button). The goalie comes out to meet the ball, leaving an open-goal. This trick takes practice, but is worthwhile.





THE HUMANS

Mat and Herdy Miller make their return to the section with this final level code for Gametek's Humans:
Stage 80: XPMNWJKFNQ2C

JORDAN VS BIRD

Another Miller Bros effort is this, in their own words, 'pretty pointless' exercise for a Basketball game. During the one-player mode, pause the game when the timer hits 00.00 at the end of the fourth period. Call a time out and, if successful, the timer now provides a further 36 minutes of play. Repeat this when the timer runs out again for a further 100 minutes!

JURASSIC PARK

Ho hum. Another Miller production ventures onto the page. When Dr Grant throws his toes for the last time, select the password screen immediately and choose the START option. Grant is raised from the dead and continues from where he left off.

FIFA INTERNATIONAL SOCCER



FIFA INTERNATIONAL SOCCER (PART TWO)

Rob Mynett is mad as a fish! His cheat for FIFA International Soccer is a complete waste of time, but does this stop him from writing in? Nope! I had to suffer this, and so do you!
'If you foul a player, and get a yellow card, before you know if you have received a yellow card or not: Start running! If you are scheduled to get a card, however, you can run around the pitch with the ref in hot pursuit. But, as there is no way of escaping him, you'll still get a card!'
A thoroughly disgraceful tip, Rob. Terrible.



▲ ***Australian footballers have an antipodean style all their own.***

FIFA INTERNATIONAL SOCCER (PART THREE)

Along with discovering a variation of Nikolai Segura's goal-hanging cheat, Eliot Marsh — Derby County's lone fan — has devised an off-side trap for other teams. Follow these instructions for a free kick virtually every time. Hah!

1. Ensure off-sides are switched ON.
2. Shade the whole pitch for all players to make use of with the 'coverage' option.
3. Choose an All Out Attack strategy – either 3-5-2 or 4-2-4 formation.

FIFA INTERNATIONAL SOCCER (PART FOUR)

If there's anyone out there who cannot progress past the first match of the tournament. For their benefit, Robert Jansen has supplied this code to play as Italy at the top of group D: B22W3SHY.

KING SALMON
Those Miller boys are back again! Before Jaz toddled off to the States King Salmon was one of his favourite games — although he probably wouldn't admit it! . He won't be the only person to appreciate these fishy level codes, though.
Level 40: CNNKBBBQFQ
Level 47: GJJQWCQWLJ
Level 57: LYSJBWHFQV
Level 61: NJHFVXRSLY
Level 67: YNZQLXMXXS
Level 73: ZHGVWRQDXN

MORTAL KOMBAT
Everybody say hello to Sam Wilkinson: 'Hello Sam Wilkinson'. Sam reckons he's new to MEAN MACHINES SEGA but tentatively offers his cheat to generate Kano's death move without using the block button. Rather than press BLOCK, BACK, BACK and PUNCH try TOWARDS, TOWARDS, AWAY, AWAY and PUNCH instead. Well thanks Sam. It's nice knowing you. No, *it is*, really.

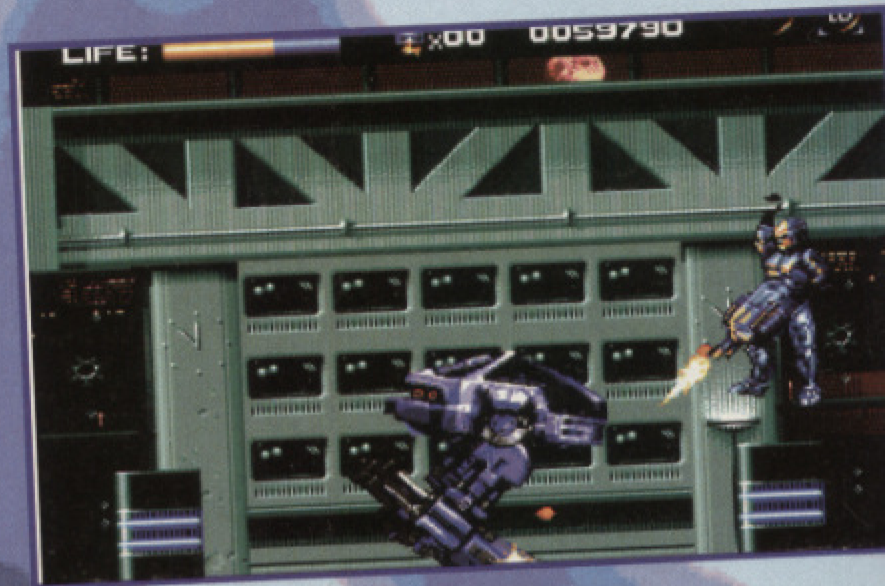


PUGGSY
Yes Ed, 'congratulations' for having your passcode printed. No doubt you're over the moon. Pity about those embarrassing stickers though, eh!

Ed Lomas's Passcode for Puggsy:
040 753 100
654 736 561
633 117 114

By the way, the code rewards Puggsy with all five guardians defeated and most of the game's levels open for exploration. Blimey, you just can't beat Ed Lomas for his good, wholesome tips, can you?

ROBOCOP VS TERMINATOR
Sissy envelope aside, Iain Baxter's letter telling of a secret level in Robocop Vs Terminator is worth a mention. Stage four, the Toxic Farm, is littered with tubs of toxic waste. After leading Officer Murphy across three of them, climb down to a giant tub on the level below. Should Murphy jump into the side of this tub he is transported to a secret level where many a power-up awaits his attention. The only drawback is that these goodies are protected by Terminators!

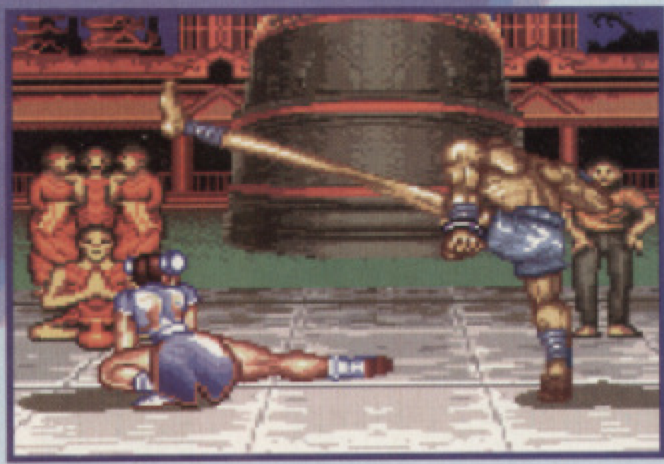


ROCKET KNIGHT ADVENTURES
Having seen this cheat in several Japanese magazines, I have Mat and Herdy Miller to thank for providing the translation. Play the game for a while and pause the action. Press UP seven times, DOWN once, LEFT three times and RIGHT once. The word PAUSE is now seen printed in reverse, indicating the cheat has worked. Now reset the game and notice that the demo is a replay of your previous efforts!



SPLATTERHOUSE-3
Despite its miserable uselessness there's something addictive about Splatterhouse III. Should you fall into the aforementioned, unfortunate category of persons Mat Miller's codes ought to help you out:
Stage II: REISOR
Stage III: ETLBUD
Stage IV: TEKROH
Stage V: ELPOEB
Stage VI: LILITH
Stage X: GOFMTS





STREET FIGHTER II

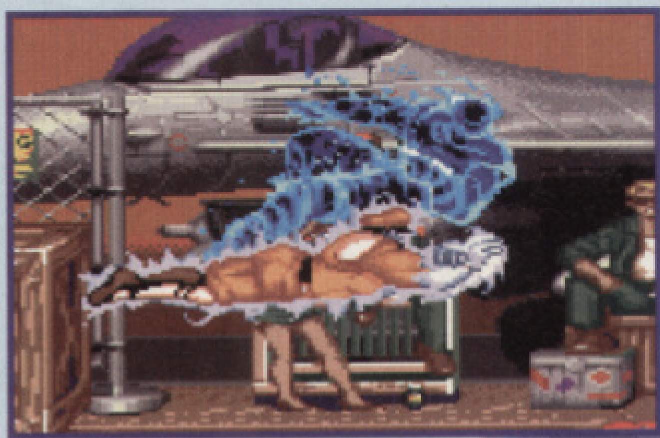
Believe it or not, and I'm not sure I do, Jason Barry from Ireland has managed to enable all those six-button Street Fighter II cheats with his standard three-button pad! Here's how he did it:

Disable normal attacks: At the Capcom logo, press DOWN, UP, A, A, B, B, B, C on controller one.

Five star speed in Champion Edition: As the building starts to fade during the intro sequence, quickly press: DOWN, C, UP, A, A, B, B, C.

For a group battle: Press DOWN, C, UP, A, A, B, B, C on controller two whilst on the 'Elimination/ Match Play' screen

Jason is the second person this month found trying to blag a six-button joypad off me. Look, I haven't got any! Leave me alone!



MEGA-CD

SPIDERMAN VS THE KINGPIN

There's just no justice in the world is there! Poor Mat and Herdy Miller have almost written the Small Tips section between them. To further take advantage of their Herculean efforts, we present their *Marvellous* Mega-CD codes:

Level 2: ELECTRO
Level 3: WALLABY
Level 4: GALLON 66
Level 5: FALCON499
Level 6: HELPINHAND
Level 7: PUBLIC45
Level 8: KIDNEY2
Level 9: PENCIL6

HELLO

Kerry Sharp and Anton whatsisface. What do you mean, you don't know who Dave Kelsall is?!

ZOMBIES

Did you know the mad axe-men in Zombies are replacements for chain-saw wielding maniacs found in the American version of the game? Well, apparently the rest of Europe weren't too happy with the saws and asked Konami to think of an alternative.

Did you know that, Messrs. Miller? Bet you didn't.

Level 5: CYZQ
Level 9: GBRS
Level 13: DCFK
Level 17: BMLK
Level 21: PQBR
Level 25: LLNN
Level 29: QNKR
Level 33: SDHM
Level 37: BKVR
Level 41: BZPM
Level 45: BNYZ
End Sequence: QSDZ



MASTER SYSTEM

BOMBER RAID

Look, I must apologise for the sad state of the Master System tips this month, but nobody has sent anything decent in! Until then, Robert Appleby's pitiful Bomber Raid level select is the standard we can expect. Take it away Bob: 'On the title screen push UP, LEFT and buttons I and II together on control-pad two. Press button I on controller I twice and the level select option is shown.

NINJA GAIDEN

An anonymous bod from Shipley has sent in this useful little tipette For infinite stars and fireballs, wait until the Ninja has amassed 999 combat points before using any ninja stars. YES — it's an old tip. YES — you are all probably better off without reading it. But who's fault is it? Not mine!

WIMBLEDON TENNIS

Entering the passcode: JJIAAHFHI provides your player with full speed, power and skill. Should this be a great big lie you have Jonathan Davies to blame, who wrote this letter whilst travelling in a car to visit his granny.

GAME GEAR

KUNNIES GAME PARADISE

Chuck Frame and Giles Read: is there really a game of this title? And is there really a cheat to play some weird sub-game by means of a mysterious ladder? And does this really appear by pausing the game and pressing buttons I and II whilst rotating the D-pad in an anti-clockwise direction? I don't think so.



JUNGLE BOOK

Oo-be-do you wanna know a tip or two for Jungle Book? Well, Thomas Walklate has this level-skipping cheat to offer. As the Disney logo appears rotate the D-pad in a clockwise direction until the chime of a bell is heard. Now use left and right on the D-pad to select the desired level you wish to preview.

Most Megadrive owners don't realise quite what pain is until they delve into the deep ecstasies of Landstalker: pain is pleasure and vice versa. By now our brave adventuring readers have grappled with Goblins, meddled with Mir, and been completely duped by the Duke of Mercator. But now things start to get serious...

TREES

One of the handiest warps is situated between the tree outside Mercator, and the tree near Verla village. Keep returning to get cheap Eke Eke from Mercator harbour.



LANDSTALKER

THE MYSTIC GUIDE PART 2

PART 7

THE GREENMAZE

The Greenmaze is entered from the right-hand side of the castle. It's a treacherous set of screens and no mistake. First head East, looking for the hidden path that takes you to Gol, the keeper of the Greenmaze. He offers the useful advice that the bottoms, not the tops of trees should be watched for gaps that mark secret passages.



The first thing to be done is to find Einstein. He's lying in a poorly state out to the west. Get to the cave on the screen with Gol, which will take you to the dog. Revive the dog, then follow him to his woodcutter master. He comes in useful later. Now work your way around the maze, trying all the caves until you find one with a small pool and several transporter exits. Jump on the switch to move the statue. Now take the transporter to the large waterfall. Above this is a field with four Orcs AND a secret passage to the rest of the Greenmaze. After much jumping and climbing you come to three strangely coloured trees, which only cutter can remove. After collecting the Sunstone, use the tree warp (explained in last month's guide) to return to Gol's Screen. From thence out of the Greenmaze.

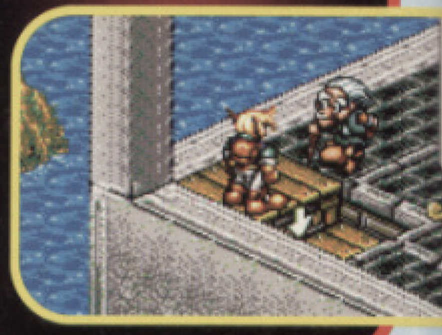






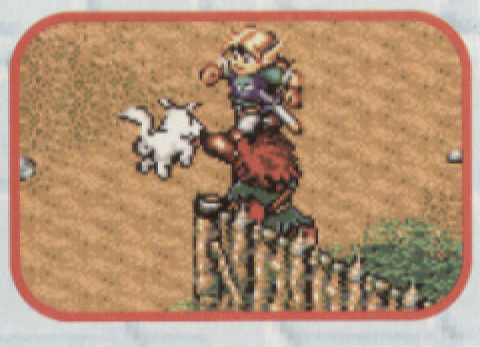
DING — A — LING! THE SHIP

You cannot leave Mercator harbour until the Ryumu lighthouse is fixed. Simply travel back to Ryumu and mount the structure, where the lighthouse keeper is waiting. Return to Mercator and board the ship. You have to talk to all the crew before it sets sail.



PART 8

A DOG'S LIFE



This mission presents a challenging, but rewarding diversion. After getting Einstein's whistle, you are able to talk to all the dogs on the island. One of them in Massan has an interesting tale to relate. Separated from her lover by the evil witch Helga, she appeals to you for help.

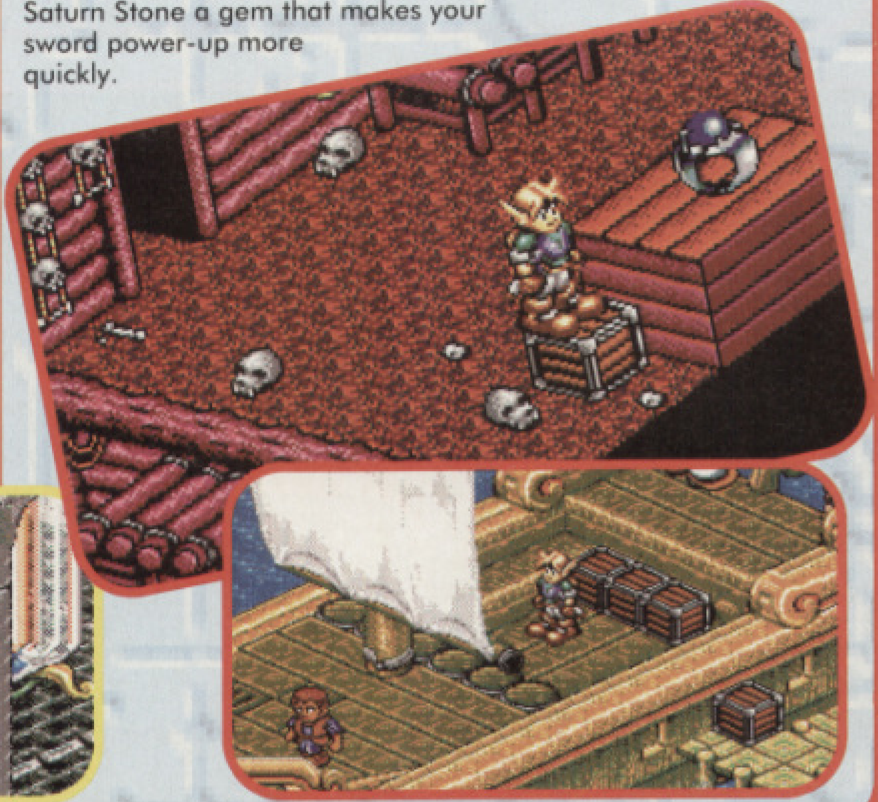


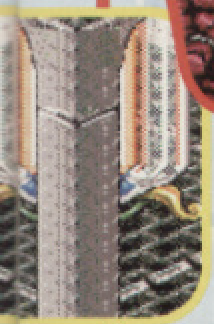
Travel to the witch's hut (revealed last month) and confront her. She turns you into a dog and flees to her dungeon. In your new guise you have the same jumping ability, but cannot collect items. On the other hand, though, you are invincible. To reach her you have to figure out four tricky rooms that demand instant reflexes. On the trickiest one with the fast-moving balls, do the following:



1. Bunch the twin sets of balls so they roll together.
2. Go to the top-left switch.
3. When the ball reaches the switch, run with it to the bottom corner.
4. On the sides with two balls, run on to the first ball and jump as you reach the switch.

The other rooms merely require practice. After killing the witch, travel up the central wooden lifts to reach the Saturn Stone a gem that makes your sword power-up more quickly.





PART 9

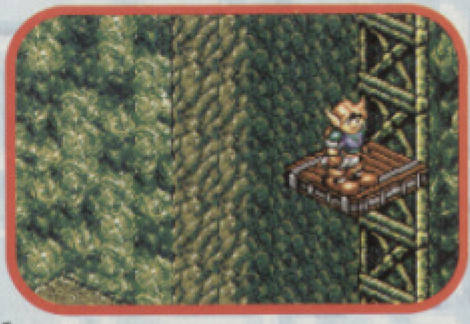
VERLA



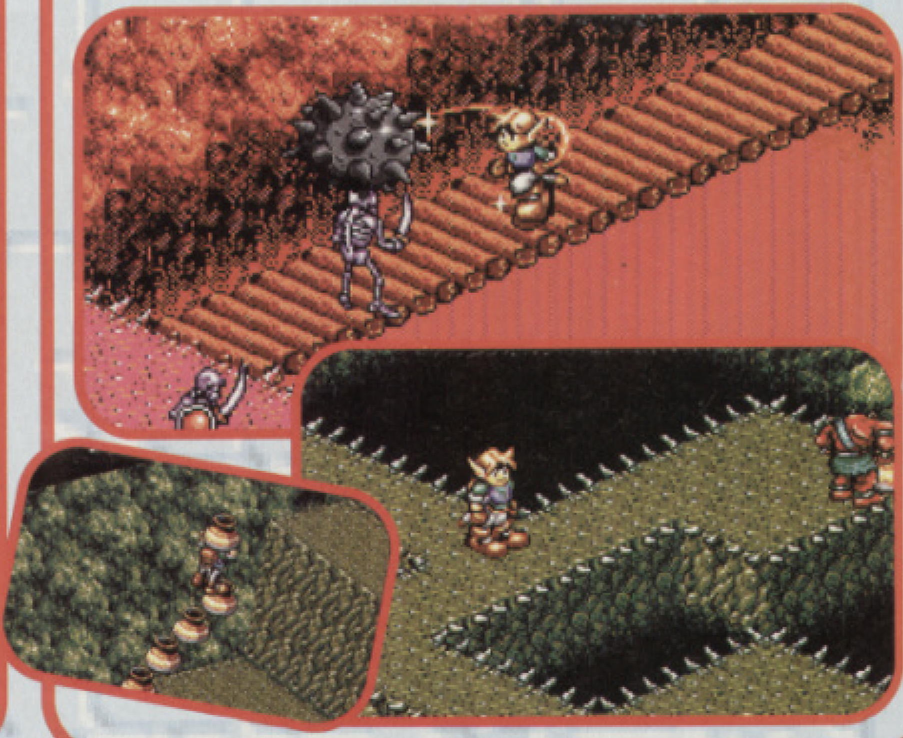
Duke Mercator has abducted all the villagers from Verla town, and taken them west to the mine. Record the game in Verla, and don't go to the mine without a full complement of Eke Eke, as this bit is tricky. The aim is to find three groups of villagers. The first is found by heading left when you first descend the steps. They will give you a key to the large wooden door in the room with lots of orcs. Pick the two Eke Eke in the small room on the way back.



To get to the second group, reach the room with orcs and vases. After killing the orcs, use the vases to construct a stairway in the top right corner of the room. The second group are found nearby in a room to the north.



The final group are reached by opening the padlocked door. Behind that lies a lift shaft. Before you descend, jump to the ledge on the bottom-left corner. In a room beyond lies an important switch — and two much-needed Eke Eke! Also in this dungeon is a chrome breastplate, which increases your armour power.
In the room with the three large spike balls and two smaller ones, go down the hole, not the passage to the left. Hit the red switch in the room with many spikes, then kill all the lizards in the previous room to reveal a box — letting you climb back up to the previous room, now furnished with an extra door.



PART 10

DESTEL DUNGEONS

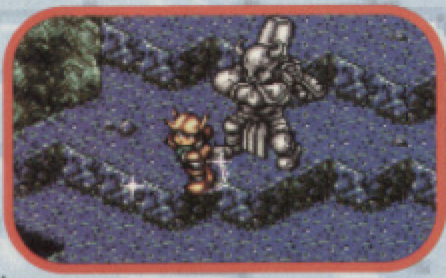
After freeing the villagers return to Destel. They will tell you that the Thunder Blade sword is in the well. Retrieve it and head back to the mine (the underground passage to Mercator is now clear). Go to the room near the mine entrance which has a passage blocked with two blue statues. These have now moved away. Follow the passage to Destel.



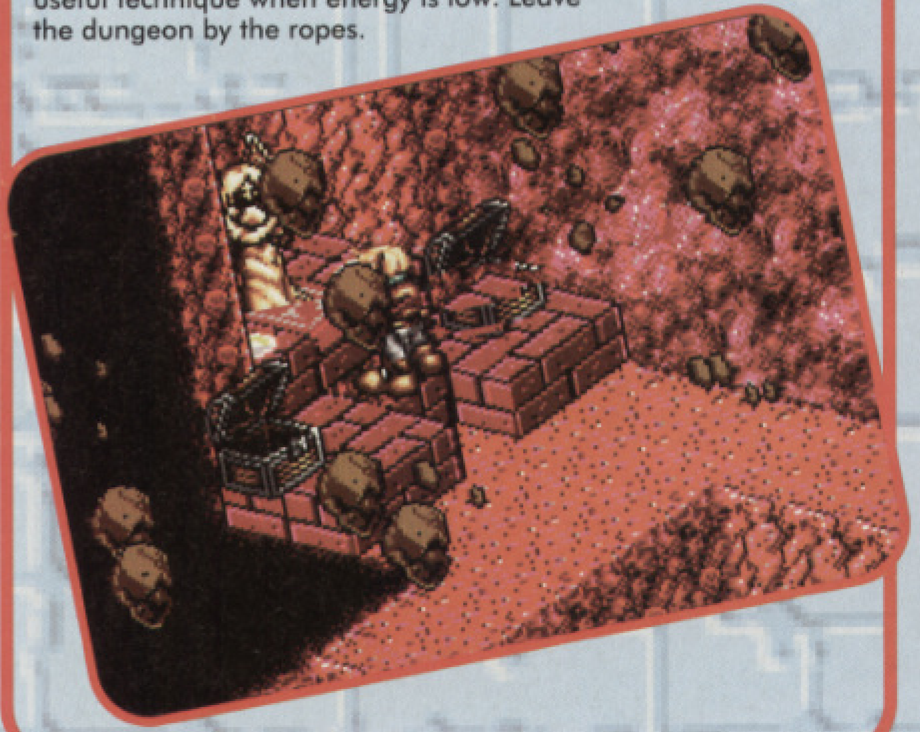
In Destel, talk to everyone and head north. Eventually you come across Mercator's rafts. Head east along the shore and climb the large hill to spot them escape (there's also a life stock and Dahl here). Now head back to the dungeons in Destel.



These are darned tricky dungeons, but persevere. Don't bother heading down. In the long hall of travelling lifts, go into the room with four holes and three boxes. Slip a box into each hole, and jump in one yourself (they do fit!). Head up to the screen with a switch and no object to put on it. You have to use the monster's weight to activate the lift. This one requires practice. Also, don't use the Statue of Gaia you find here, as you'll need it soon.

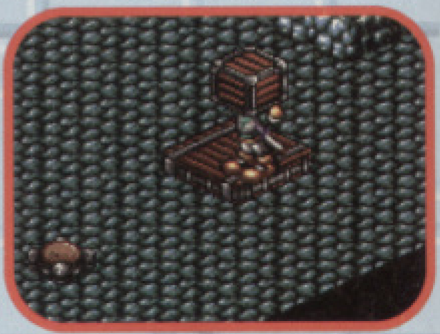


At the deepest point in the cavern, you face a massive hammer-wielding statue. This is vexatious stuff, since every time he wields the hammer you are stunned motionless. The secret is to keep jumping and keep moving. Only attack him when you have a fully-charged sword. His death releases the amazing healing boots. With these equipped, walking gradually heals Nigel, a useful technique when energy is low. Leave the dungeon by the ropes.



PART 11

THE SHRINE



Duke Mercator is pretty smug now. He has a head start and these dungeons are time-consuming and treacherous. Your first action should be to head for the left wing. Head north until you go down. Explore this area for a key. Return to the corridor at the entrance to the shrine. Go south-east and then south-west. These statues are invincible. Just avoid them and a switch will appear.



Go down to the lower-level. Find the golden statue and fall down the hole in the same room. Store up the Eke Eke you find here, as there's precious little elsewhere. In the room to the north-west you must use the vase to step up and hit the statue in the right-hand corner. Then go up. Upstairs is a puzzling room: you don't need the box, and the wooden platforms won't fall, so there's no need to hurry north-east.



The next puzzling place is a room with a boulder and portcullis. Stand next to the door and toss the boulder at the central point of the room. As it lands, dodge north-west. Go up, and open the gate by re-arranging the jars. The next room is seriously trap-laden — jump on the bottom switch and fall down the middle. Where you land, placing the boulder on the statues' heads opens the gates. Do the right one first, and activate the switch in the room. Now do the

DING — A — LING! FINDING KAZALT

After getting the axe-magic, use it to cut the trees at the entrance to the mountainous area. There follows a short section of rooms with some tricky passages hidden behind scenery. Aim north-west, with the aim of getting on top of the large viaduct. Zak, your old adversary, challenges you. Go north and west to reach the challenge place. When he's defeated, take the Gola's eye, jump off the viaduct and use it at the Goddess statue. Also, there's a small cave to the north here, housing the Moon



left. You're doing fine when you see the Duke.

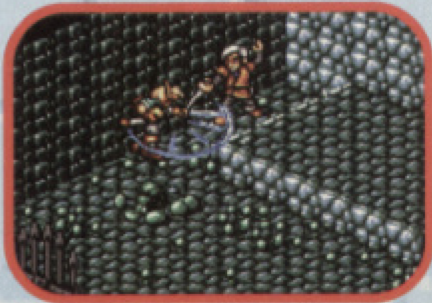
Head south, in search of a room with monsters resembling chests. There's an important key here. Go south and up. Open the portcullis by jumping round and putting the block on the statue's head. In the next room, one of the switches triggers the rest. Now look for the sword of ice nearby. When powered, it fires a blast. This is used in a later room, where the target statue is across a gap.Head north looking for a door. The route here goes north and west, but there's an armour plate to collect too.



Head up. There's a room with mid-air slabs. Once you activate the switch at the top of the room, one appears in the centre of the slabs. Take the other exit. You are now in a confusing complex of rooms. Most rooms may only be left after killing all foes (see box). In the room with the suspended slab, you must kill all the foes and quickly fall down the gap.



You come to another room with invincible orange statues. No switches here, but guide them into the hole and fall down the right-hand corner. You land on a loose tile, so quickly jump north-east. Hang around until a switch appears. Nip south-west, back again and south-east. Jump across that loose tile to the south-west. From here finding the Duke is easy. After you defeat him you are ambushed, but Mir will save you and give you the Axe Magic. From leaving his tower, you can cut through any blue-green trees. Head for Mercator and then the mountainous area, via the Greenmaze entrance.



DUNGEON WARFARE

Later on, you really have to develop fighting tactics for the crowded dungeons. Use these as guidelines.

1. For single foes, getting them against a wall and rapidly swinging is effective. It gives them less opportunity to jump or lunge.

2. For crowds, it's best to attack in small bursts. Go round the walls in a wide circle, getting all the denizens to follow in a group. This is the safest way to deal with skeletons and ogres.

3. Avoid fighting near walls or objects, as your swing is often restricted.

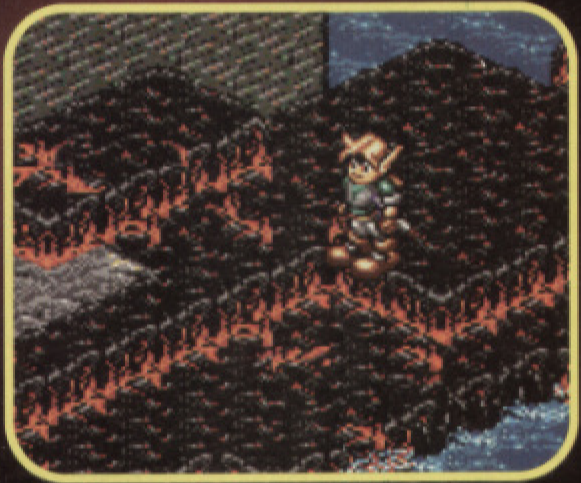
4. Don't use jumping attacks.

5. Don't fight with your back near to a doorway. It's easy to be knocked back into the previous room.

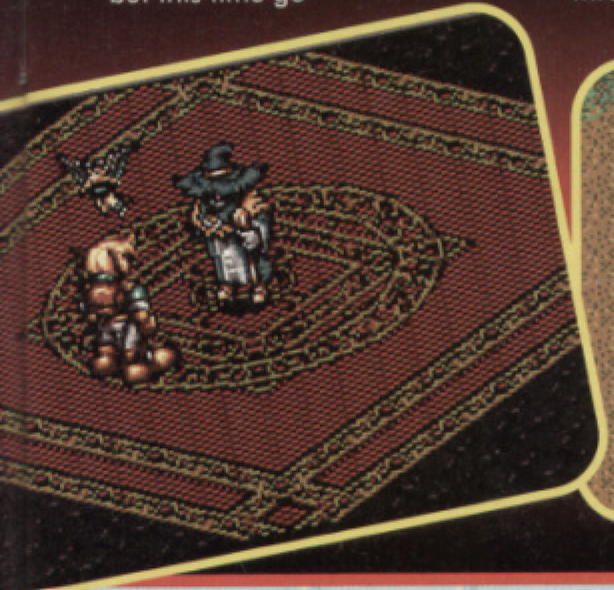
6. In later dungeons many foes are invincible. Just avoid them.

DING — A — LING! THE LAVA SHRINE

After leaving Destel dungeons, head north until you come to a hot cavern of lava. Follow the directions of the riddle by using a Statue of Gaia on the plinth of the Goddess. Then go south and cross the simmering crust on to the Shrine.



Stone. Get it by walking around the left-hand side. From the statue, you teleport to the caves at the very start of your adventure, but this time go through the door on the left-hand side where the ball chased you. Soon you'll meet the Duke and Princess Lara. Follow him through the teleport.

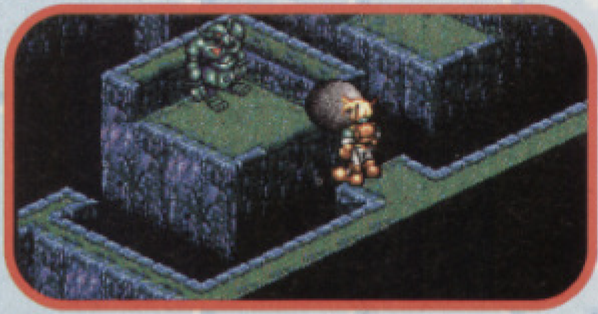




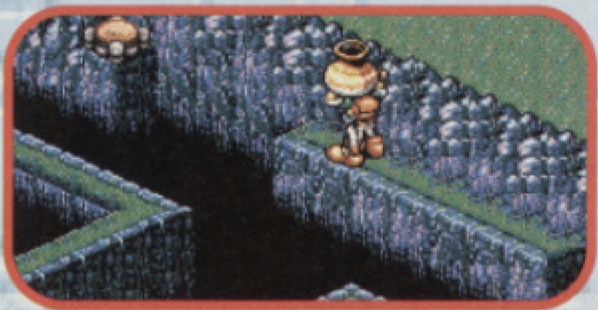


PART 12

THE CAVES OF KAZALT



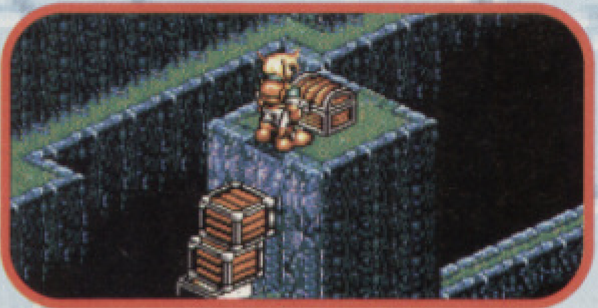
Prepare for horror and adversity beyond your wildest nightmare. Explore the town, stocking up on supplies. The entrance to the caves are bottom north-west. In the early rooms you have to kill all the foes to open the gates. Go south-east to reach a statue with a sphere in front. Use a Gaia statue to destroy it. Go down and you find the lantern. Use this whenever you enter a dark room.



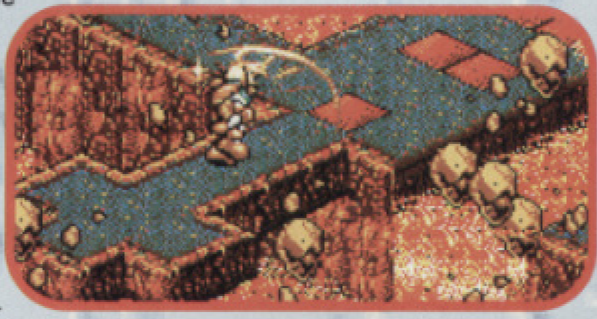
Next look for the key that opens the next set of rooms to the south (the room with the spike floor and orange ogres). In the room with a switch suspended in mid-air, use the crate to jump onto it. Now go north-west. There's a tricky feat required with a vase. It must be placed on the switch, but it shatters easily. You have to jump and throw as you land — don't fall down the hole, though!



Now you can get the iron boots from the same room. These allow you to walk on spikes. Go north-west and up looking for a room with a path of spikes. Hit the switch here. Go down and along to the next trapdoor up. When you come across a teleport tile, jump over and go south-east. You'll come out into the open to get a key. The way back down is under the trees in the centre. There's a treat in store in the form of the Sword of Gaia. When powered this has the effect of a Gaia statue — useful for killing foes from a safe distance.



Find the next door to open. Through here is a room with a switch that alternates two spiked balls. Use the crate to help you jump over. To the south-east is a room with three crates and a switch. There's a chest on the high pinnacle. Take the chests to the southern side of the pinnacle and pile them up on each other, switch on the bottom, to get up. Take the key inside. Go north-east, to the sprawling room with the skeletons. Use the Gaia sword to destroy the green statues, then kill all the skeletons and activate the two switches.



Leave the room by the bottom south-west exit. Find the next door. You enter a room with three holes. Go through them in this order — left, centre and right; gaining access by placing the crates on the corresponding switches. The right one leads into the Fire Elemental's lair. Before you go south-west to face him, go back the other side to retrieve the Venus Stone. This re-energises your sword very quickly. Now kill the Elemental by standing in the safe bottom bit and using Gaia blasts — it takes time.

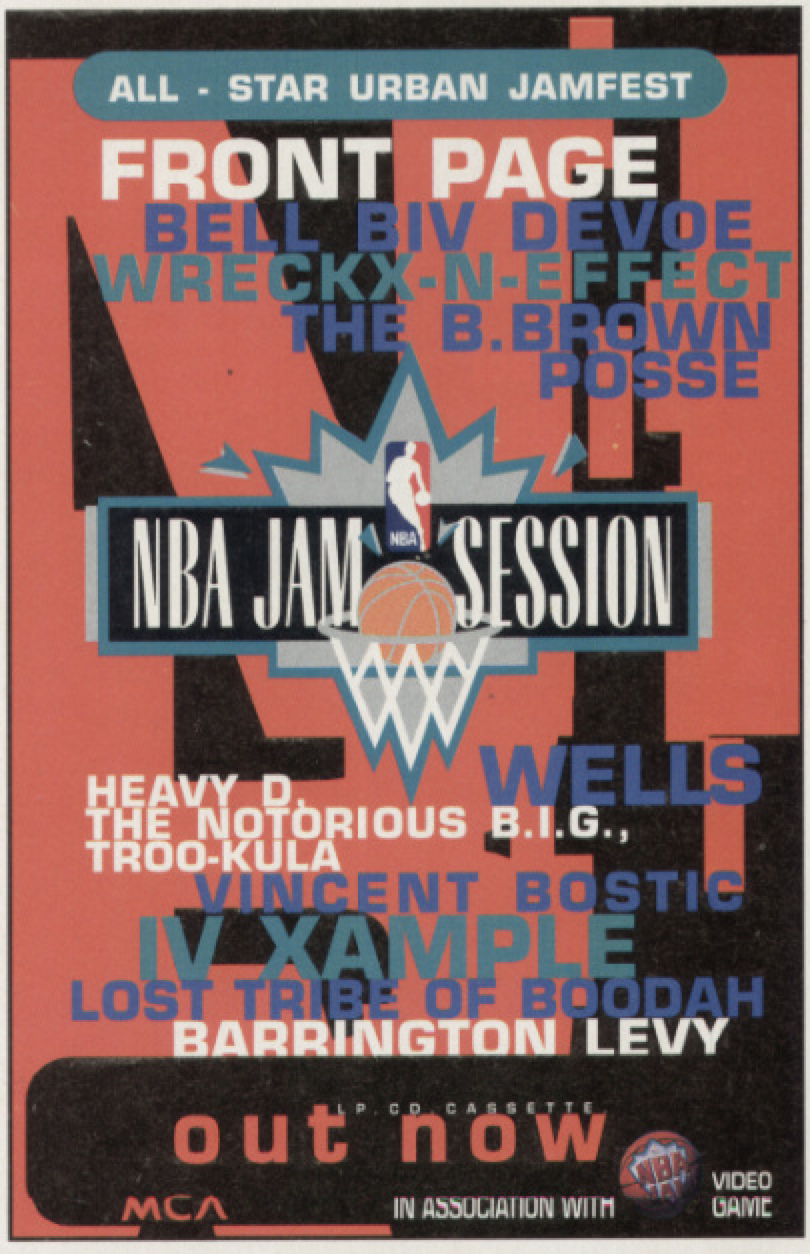


After getting Gola's nail, don't take the teleport. Go to the room with three holes and take the left one. Soon you're in room of strange hands. Move around this room by falling, and get the snow spikes. These let you walk on the icy patches. Leave by the narrow ledge in the top corner. Now you want to find the gnome (retrace your steps to the last time you used a key and go south-east). He won't let you pass, so find his brother (locate a room with icy patches, use the snow spikes and fall down the hole on the left side). Now go back to gnome one, get the logs, return to gnome two and use the logs at the end of the pier. You need to make two rafts to reach the guardian. Kill him with Gaia blasts while staying out of his line of fire.



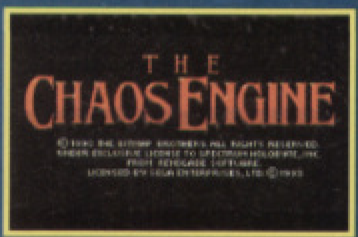
Go north-east and through the teleport, go south-east thrice and south-west twice, open the door and face Miro. Again, kill him with Gaia blasts. The way to Nole's final dungeon is open...

Thanks to Sega for their assistance in compiling this guide to this awesome game.



ALL - STAR URBAN JAMFEST
FRONT PAGE
BELL BIV DEVOE
WRECKX-N-EFFECT
THE B.BROWN POSSE
NBA JAM SESSION
HEAVY D.
WELLS
THE NOTORIOUS B.I.G.,
TROO-KULA
VINCENT BOSTIC
IV XAMPLE
LOST TRIBE OF BOODAH
BARRINGTON LEVY
LP. CD. CASSETTE
out now
MCA
IN ASSOCIATION WITH
VIDEO GAME

THE CHAOS ENGINE



1-2 PLAYERS

PRICE	TBA
BY	MICROPROSE
RELEASE	MAY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

25,000

ORIGIN

Chaos Engine was originally programmed by the Bitmap Brothers for the Amiga. This conversion was written by Spectrum Holobyte.

HOW TO CONTROL

THE D-pad controls player movement, and with the button depressed, directs your fire. Use it to select from icon menus.

- **A** FIRE WEAPON
- **B** USE ITEM
- **C** CHANGES ITEM
- **S** PAUSE

HOW TO PLAY

Shoot the nodes on each of the 16 zones, uncovering secret rooms with keys.

17 September, 1878.
My chronometer informs me that this entry has been made at 4:33am. I have just spent an exhausting twelve hours in the laboratory grappling with what I hope will be the final problem with the Transportation Engine. Previously, each manifestation within the continuum had been warped slightly, so elements of the machine, and even the mind of the user, had contaminated the surrounding plane. By tinkering with the displacement coils I hope to have solved this.

18 September, 1878
11:20am. Despite sleeping fitfully, I returned to the lab early this morning. You'd think after many years of research my childlike enthusiasm would have paled, but I'm so close...

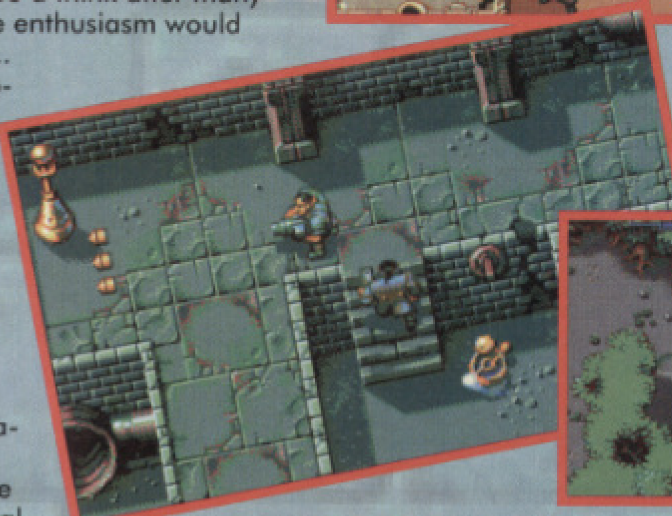
9:25pm. Yesterday's problems with the Engine have not been cured, I fear. The Engine allows time and space transportation via a series of nodes, which 'clasp' the planes of each time zone together. I have travelled through many such planes today to observe the effect of my modifications. Instead of inhibiting the contamination, it is more pronounced. Creatures within the planes have developed visceral, violent impulses and revolting appearances. The landscape is tending towards Chaos, and the continuum degenerates by the hour, far beyond my ability to reclaim it.

19 September, ?
I am trapped by the Engine. It sits at the centre of the four planes. This entry, sure to be my last, is not dated: time is meaningless within Chaos. If anyone has yet the means to destroy the engine, do. Unlock the nodes of each plane, and find the infernal device. I beseech you.

Baron Ilias Fortescue.



▲ *Things start to get very nasty by level two.*







▲ *Deadly digits of doom! The hands of fate condemn the warriors.*

COMMENT



STEVE

Basically, this is the thinking man's Gauntlet. Everything about The Chaos Engine is given over to a mixture of deliberation and blasting, and this helps create one of the better blasts of late. Whilst it is indeed possible to leg it around blasting anything in your path, the route to completing the game is via stealth and accurate shooting. My one problem with it, though, is the same gripe I have with Sensible Soccer: it is basically a straight conversion of the Amiga game – with nothing added to warrant the extra cash. That said, whilst it won't win any awards, The Chaos Engine is a playable blast, which whilst not immediately grabbing the player, will gradually take hold and outlast most of its rivals.



ENGINEERS...

Six curious beings offer their services to destroy the Chaos Engine. Each is supplied with a different weapon, and an entire battle profile of attributes. Inevitably, what some players excel in others lack.

BRIGAND



His rifle is of average power, but has a long range. He's also speedy.

GENTLEMAN



His flame pistol is powerful, but his health is limited.

...AND THEIR ATTRIBUTES



5

SKILL
The skill level limits the power value of the weapon and items the character carries.

HEALTH
Each health point allows your character to take one enemy hit.

SPEED
Player's speed of movement.

WISDOM
This only affects CPU-controlled players. The higher their wisdom level, the more useful they make themselves.

WEAPON POWER
Affects the firing rate, amount of bullets and power of any weapon.

MERCENARY



The band leader. Effective in all attributes, he carries a Gatling gun.

SCIENTIST



The smartest but weakest fighter, carrying a laser-like weapon of his own design.

PLANE TRUTH

The landscape of Chaos is set over 16 levels, cast in four types of scenery. The game starts in leafy, rocky countryside, with plateaus and bridge-crossed mud pools. Hideous mutant enemies teem out of holes in the rock, or even appear out of nowhere. Later levels are set against a background of a mysterious urban maze and Fortescue's dilapidated mansion.



▲ *"You need hands to subjugate the universe...you need hands to wipe..."*





THUG



As you might expect from his name, Thug is pure brute strength, if not the most intelligent dinner companion.

NAVVIE



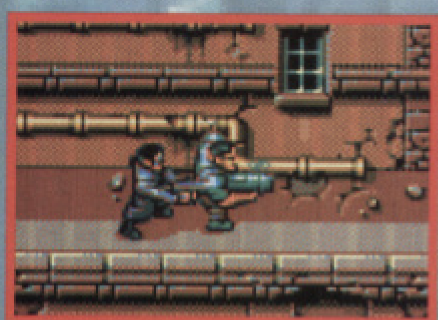
An incredibly beefy character with a cannon of immense proportions.

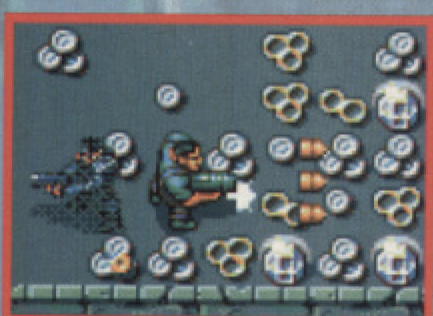
COMMENT



GUS

Why should I say anything more than "I like this."? The Chaos Engine is as playable as when it was on the Amiga, except, er that was two years ago. The thing is, this is typical Bitmap Brothers stuff. Graphics, sound and gameplay are accomplished enough, but they just don't seem that brash or exciting, just like their other game Gods, which was overlooked for the same reasons. But anyone who played Gods enjoyed a good game. I think Megadrive owners are so used to games being either brilliant or rubbish, they're a bit flummoxed by one like this, which is just good. The only inexcusable element is the scrolling, which is pretty jerky. However, this is still a very nice mix of fast shooting, exploration, teamwork and puzzle solving.





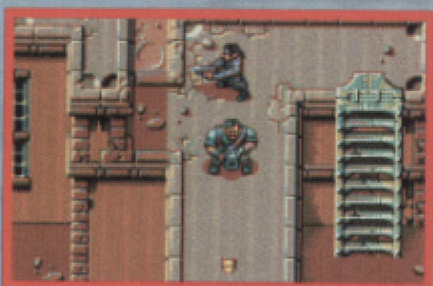


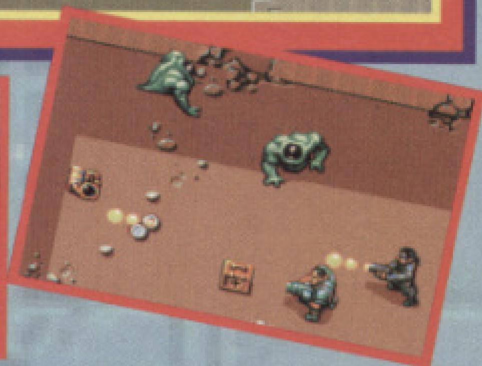
MISSES BRIDGES

The Chaotic nature of the game creates a puzzle element. Often the way is blocked by natural barriers, but retracing steps reveals sets of keys which magically alter the landscape. There are usually several ways through a level, depending on which monsters you kill, which items you pick and which route you take.



Sometimes obstacles must be tackled in a particular manner to progress, like shooting one surface of a pillar.





COMPETITIVE ELEMENTS

The game is designed for two players. Even if you're playing alone, the computer provides a companion (whether you like it or not). Even though play is cooperative, you and your partner are assessed at the end of each round. Every element of the last level is analysed; doors you opened, foes you killed and bonuses you collected, and what percentage of the 'work' was done by you.



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■□
WEEK	■■■□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■■■□
REFLEXES	■■■■■
ORIGINALITY	■■■■□

PRESENTATION 83

▲A reasonable intro, and a choice of skill levels. The 'extras' like the level analysis are all good ideas.

GRAPHICS 84

▲The backgrounds are good, with some lovely intricate animation. Characters and sprites look good.
▼A little drab in places, and the scrolling is noticeably jerky.

SOUND 85

▲The in-game music is average to good rave material. Not Yuzo Koshiro standard, but still adds to the action. The speech is quite clear.

PLAYABILITY 88

▲Easy to get into, with a nice difficulty curve.It's Gauntlet-style action with less levels but greater complexity.
▼Sometimes the speed and number of foes is unfair.

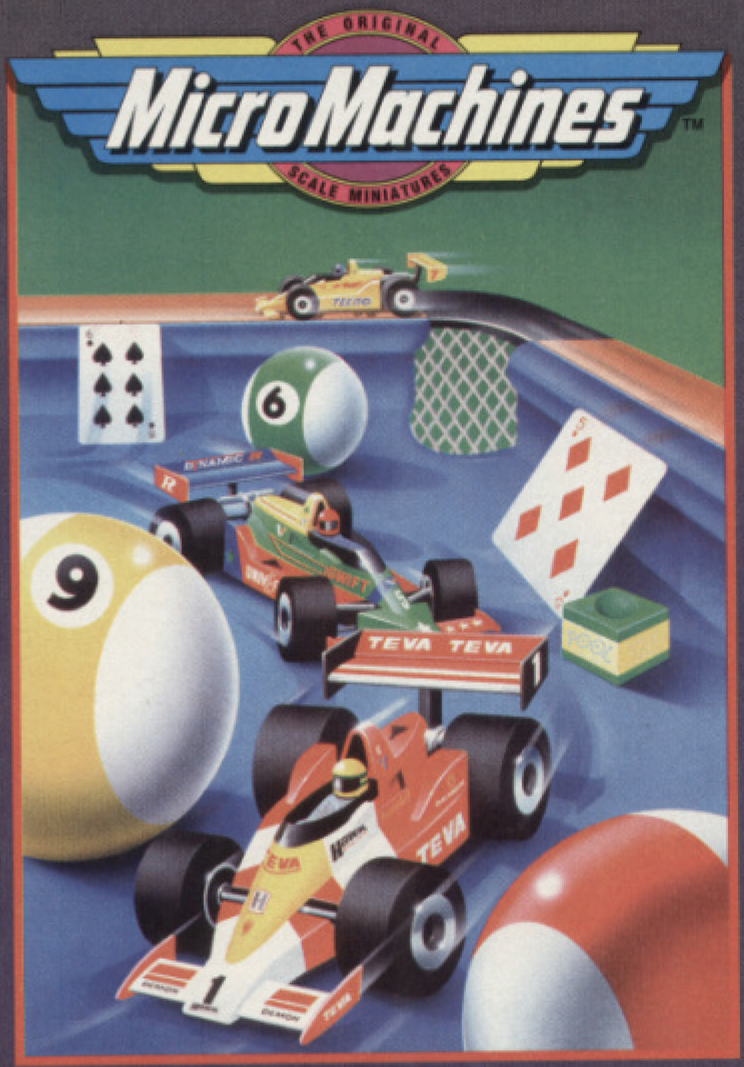
LASTABILITY 82

▲The hardest difficulty level is very tough. There are six characters to explore.
▼Chaos Engine is not a classic 'play and play again' sort of game.

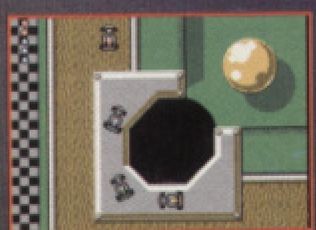
OVERALL 86

It's neat, but it's expensive. Chaos Engine is not short on playability but really needs a little more excitement to merit the price.

THERE IS NO BETTER RACE GAME.




Master System™


Game Gear™

MICRO MACHINES

The latest versions of the number one, best-selling arcade race game! • Race miniature boats, tanks, Formula One cars, dune buggies over 27 mad race tracks in your bath, sand pit, bedroom and pool table! • The most playable, challenging arcade racing game ever devised!


Megadrive™


Megadrive™

2 PLAYERS ON 1 GAME GEAR

MEGA GAME

"Certainly the best Game Gear title available" Mean Machines Sega - Game Gear™ – 94%

"The best Master System release in months - an essential purchase" Mean Machines Sega - Master System™ – 93%

"Probably, the most playable game ever seen on the Mega Drive" Games Master - Mega Drive™ – 93%

Licensed by Sega Enterprises Limited for play on the **MEGA DRIVE™**

NEW! Licensed by Sega Enterprises Limited for play on the **GAME GEAR™**

NEW! Licensed by Sega Enterprises Limited for play on the **MASTER SYSTEM™**

Codemasters™

Codemasters, Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 ODL. Tel: 0926 814 132. Fax: 0926 817 595

MANSION OF THE HIDDEN SOULS





PRICE	£49.99
BY	SEGA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES:SAVE GAME
SKILL LEVELS: 1
RESPONSIVENESS:OKAY
GAME DIFFICULTY: EASY

1ST DAY SCORE

COMPLETE GAME

ORIGIN

A new concept in gaming thrills from the lovely homechaps in the Sega posse.

HOW TO CONTROL

The D-pad rotates the viewpoint through compass directions.

- A Inventory
- B Inventory
- C Nothing
- S Faff all

HOW TO PLAY

Guide your little boy around the Mystic Mansion of the title, examining things and picking up objects.

There is a Mansion whose name shall forever be spoken in hushed tones. A mansion surrounded by legends of brutality, fear and death. A mansion now absorbed into the folklore of the modern world. Its name is Charles Mansion, legendary sixties serial killer. There is a rather smaller adobe however, which is famous for the collection of blue butterflies which dwell within which doesn't sound nearly so menacing and, to be honest, isn't. I mean, which would you rather face - a crazed, bearded madman and his followers with their big long knives or an out-of-the-way old house full of butterflies? Doesn't exactly conjure up images of imminent doom and pant-soiling terror, does it?

However, this is no ordinary mansion, this is the Mystic Mansion, and it is indeed a veritable butterfly factory, transforming all those who enter its walls into pretty flying insects. Your sister is one such unfortunate, and it's your job to rescue her in this impressive new FMV title. Mind you, little sisters are always a bit of a pain aren't they? I mean, you'd probably be better of letting her go, at least you could keep her in a jar or something. Still, that's games for you.

LOVELY BABY BLUE BUTTERFLIES

The only way to get out of the Mystic Mansion is to converse with the characters imprisoned within. These chaps and chapesses are in possession of many valuable clues and, by entering their rooms for a bit of a chinwag, you can make your job a lot easier. The only problem is, these people have all been transformed into pretty blue butterflies, so you might feel like a bit of a divvy conversing with them. However, listen carefully to their badly-acted voice-overs to find out just what you're supposed to do next.





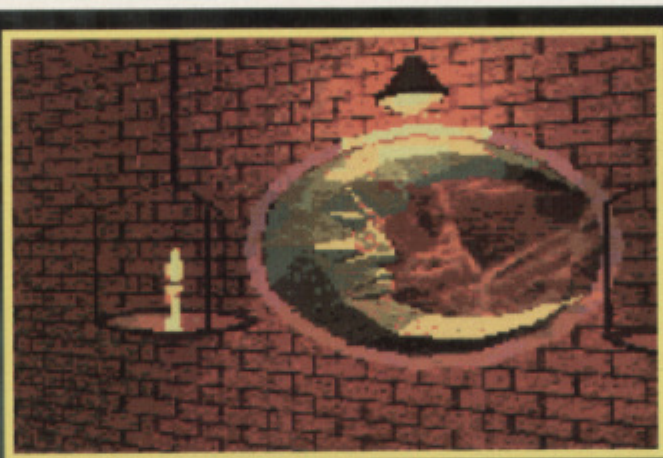
▲ *This fab chair, lamp and flatpack butterfly display case — great value at £39.99*

▼ *Say it with flowers.*





▲ *Love is like a butterfly, soft and gentle as a sigh.*



▲ When there's moonlight and music... oh, I admit it, these captions are garbage, aren't they?

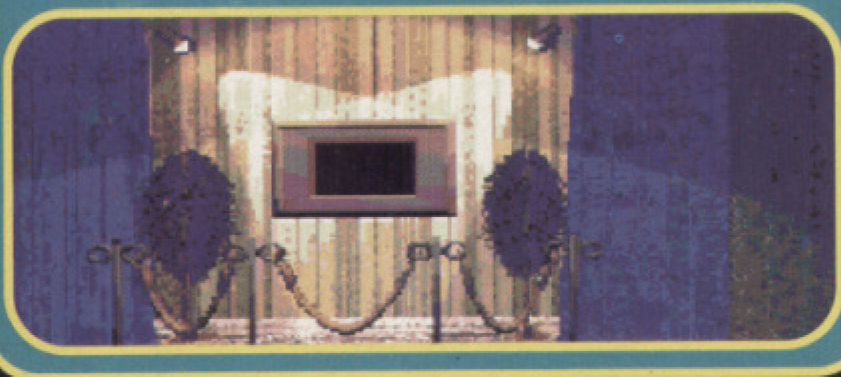


▲ Must be murder taking the dustette to this set of apples and pears.



I'M NOT QUITE SURE WHAT THE ARTIST IS TRYING TO SAY HERE

If you're really really stuck and you haven't got a clue where to go next, head for the games room on the upstairs floor. Concealed on one wall is a jet black painting. Hardly a fantastic piece of art maybe; but this is actually a magic painting, and close inspection reveals a glimpse of other images. A shot of an item you need to collect or a location you have to visit briefly melds into view. Of course, this does tend to make things a bit on the easy side, but the strict time limit placed on your escape means you don't really have the essential minutes to traipse back up to the room after you've visited each location.



WHO'D LIVE IN A HOUSE LIKE THIS?

Each room in the Mansion hides an important secret. In fact, because it's actually more of a bijou council place with not many rooms, the programmers have had to consign about three or four important secrets to each living space. Once you think you've found a likely-looking area, simply push towards it again to examine things more closely. If there's an object you can pick up there, you'll automatically grab it and stuff it down your pants ready for further use. Beware, though, as some of the objects are red herrings, and you'll find yourself legging it around looking for somewhere to use a completely worthless thing.

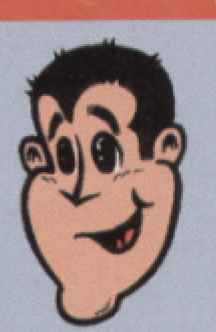






▲ This week we look round the beautful tudor home of Jane Asher.

COMMENT



GUS

Like Rad, I was enchanted by this game at the beginning, with its phenomenal visuals and atmosphere. But the limited nature of the game dispelled that pretty quickly. Two years of toil have gone into producing a stunning first-person perspective with very smooth update, but where's the game? Two years work — and Rad finished it in a day. Something wrong there, methinks. The problem lies with the small playing area, and the fact that each room only has a few places to visit. You don't have free movement to peer under pillows or under tables. It's a bit sad to denigrate this impressive and innovative use of the Mega-CD, but Mystic Mansion strikes me as experimental. Fancy being a guinea pig?

COMMENT



RAD

I must say, Mystic Mansion is one of the best-looking games ever to hit the Mega-CD. It really does show off the machine, with all of the backgrounds and such being perfectly rendered, plus there's some imaginative use of the first-person perspective. The game itself certainly benefits from this – so absorbing is the atmosphere you can't help but get involved with the action. However, there are a couple of drawbacks. For starters, the gameplay is a bit shallow, consisting simply of searching locations and listening to butterflies telling you what to do next. The other problem is that the game is far too short. It might take you a couple of goes to complete, thanks to the time limit, but there just isn't enough there to last any length of time. As a showpiece, this is absolutely amazing and great, but as a game in its own right it's sorely lacking in depth.



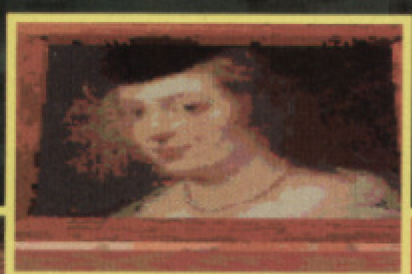
▲ *Dear diary, I'm scared and I want to leave. Signed Gus. (last month's caption, but never mind.)*



▲ *Up to the ockey for our boy Jocky.*

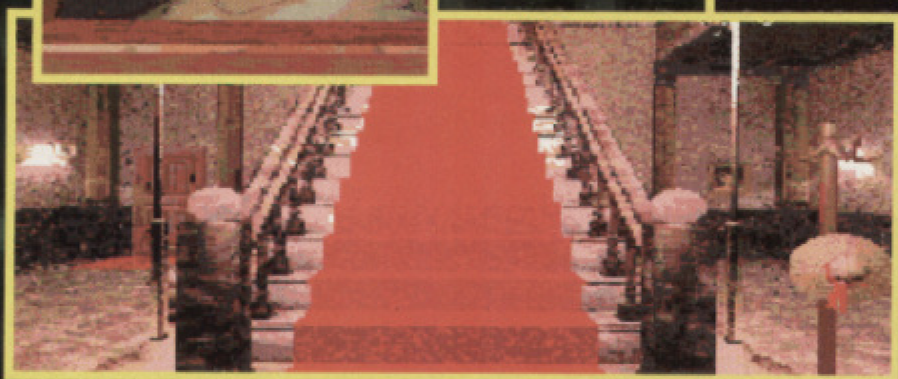


▲ *Dehja vu plays a large part in this game.*





▲ *At last the golden karaoke mike of Threngar.*



◀ *Starirs, do you hear me? Red carpeted stairs. How straight, how tall!*

▲ *I'm afraid of the light mommy.*



LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■□□□□
ACTION	■■□□□
REFLEXES	■□□□□
ORIGINALITY	■■■■□

PRESENTATION — 92

▲ Fantastic intro and gorgeous in-game presentation which really makes the most of the machine.
▼ No options.

GRAPHICS — 94

▲ Absolutely great. The backgrounds are beautifully rendered and the attention to detail is phenomenal. Honestly, these are really ace graphics.

SOUND — 89

▲ Huge amounts of speech for all the butterflies and characters
▼ The acting, it must be said, is very bad.

PLAYABILITY — 82

▲ The atmosphere created by the visuals makes the whole mystery thing very absorbing.
▼ The actual game is quite limited and simplistic.

LASTABILITY — 60

▲ You'd probably play this once more if you'd completed it, just to see it all again.
▼ It's just too short for its own good.

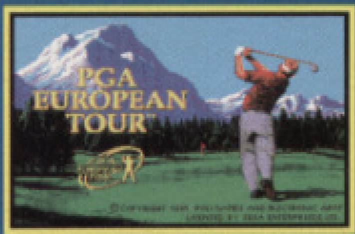
OVERALL — 75

A great looking and extremely atmospheric title which suffers badly from a lack of size.



From Michaelangelo's Fantasy World...
to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.
TEENAGE MUTANT HERO
TURTLES
TOURNAMENT FIGHTERS
SEGA
MEGA DRIVE
SUPER NINTENDO
ENTERTAINMENT SYSTEM
KONAMI
Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS
Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios exclusively licensed by Surge Licensing Inc.





1-4 PLAYERS

PRICE	£49.99
BY	EA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY/SAVE
SKILL LEVELS: 1
RESPONSIVENESS:EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Beat Sandy Lyle

ORIGIN

Ah, c'mon it's Golf! It's a sport where minor celebs and 'sportsmen' hit a little white ball with a selection of expensive clubs.

HOW TO CONTROL

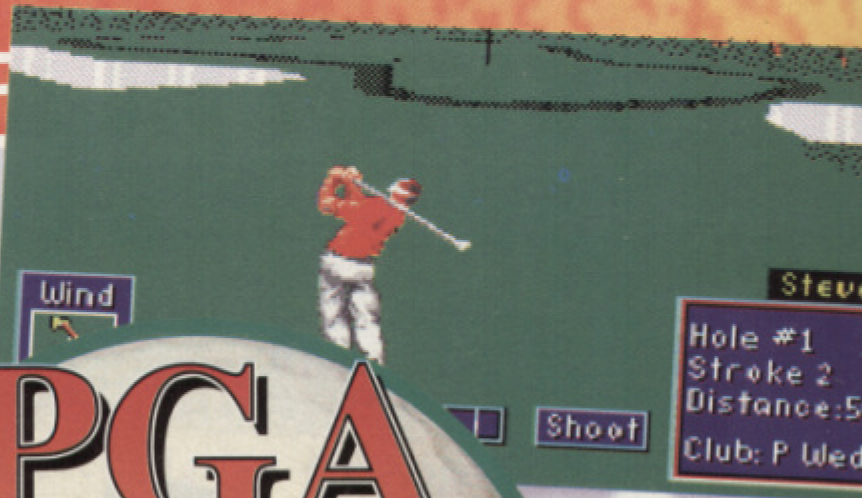
The D-pad aims your shot with left and right, and changes club with up and down.

- **A** SELECT OPTIONS
- **B** SWING
- **C** SELECT OPTIONS
- **S** OPTIONS SCREEN

HOW TO PLAY

Right, there's a small hole. Using a fusion of metal and wood, you've got to get a small ball into the hole using as few shots as possible.

MEGA GAME



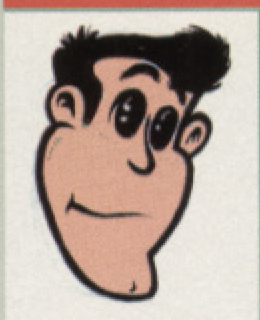
PGA EUROPEAN TOUR

Most sports come across as pretty pointless when they come under close scrutiny. I mean, who decided that Rugby players can only pass backwards? Or that just to make Lacrosse a little different, it should be played with those fishing nets you used to be able to buy as a kid (you know, the bits of bamboo with red or green mesh stuck to the end)? The same goes for Golf. Just how did somebody decide that using a selection of sticks with lumps on the end was the perfect implement for hitting a tiny ball into a similarly-bijou hole in the ground? Still, nowadays, Golf is a big biccies sport. Although the basic premise has remained the same as has the ridiculous clothing synonymous with it a good player can become a millionaire overnight. Or they can even swallow their pride and play with 'big name celebs' for their own BBC2 show.



Still, EA know a good thing when they see one, and their latest addition to the PGA saga features five new courses and a handful of new Match Play options. Even so, the PGA series still has plenty of mileage and you can expect to see Mutant League PGA and Pro-Celebrity PGA real soon. Probably.

COMMENT



STEVE

Although in terms of playability PGA Euro is virtually identical to its predecessor, it still stands up as an excellent game in its own right. The new courses are crammed full of problems, and the Match Play and Shoot-Out ideas add even more longevity to a classic game. Control over your Golfer is simplicity itself, making a game which is easy to play yet constantly taxing thanks to the assorted sand traps and water hazards. That said, Euro stills falls into the same trap as EA's NHLPA and Madden games - ie if you have one already, this isn't an essential purchase. The best Golf game there is, but only if you're a newcomer to the Megadrive scene.





PAR FOR THE COURSE

PGA Euro's main additions are the five new courses. The game now takes you from merry olde England to Spain and Switzerland. Let's jump in a buggy and find out a little bit about each...

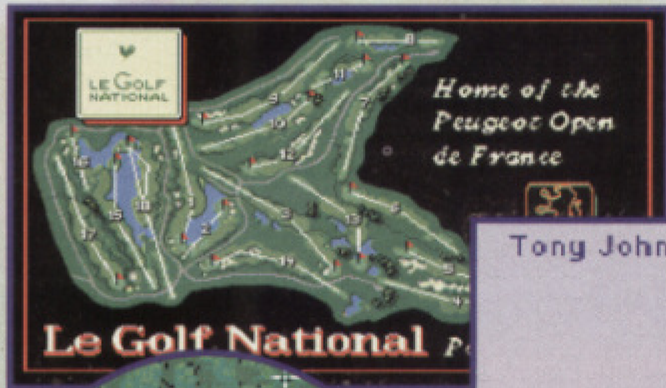


CRANS-SUR-SIERRE

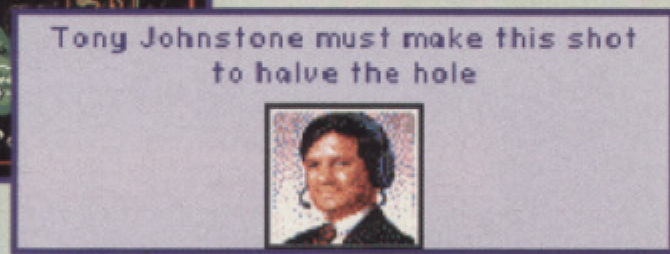
Set amongst the Swiss Alps by a band of lowly goat herders, Crans-Sur-Sierre is always at the mercy of the weather. Apparently, one tour saw all four seasons (ie snow and hot sun) come and go in an hour! However, whether the leaves on the trees went all brown and fell off during this time (representing the Autumnal season) is unknown.

LE GOLF NATIONAL

Located several miles from Paris, the French course is situated within a large stadium. Quite the appeal of Golf as a spectator sport is beyond us as, unless you bought tickets for every stadia adjacent to the eighteen holes (which must surely cost a bomb), your one seat would only entitle you to watch a particular course. And what if you were seated bang in the middle of the hole and the player teeing off? You wouldn't see a thing...











FOREST OF ARDEN

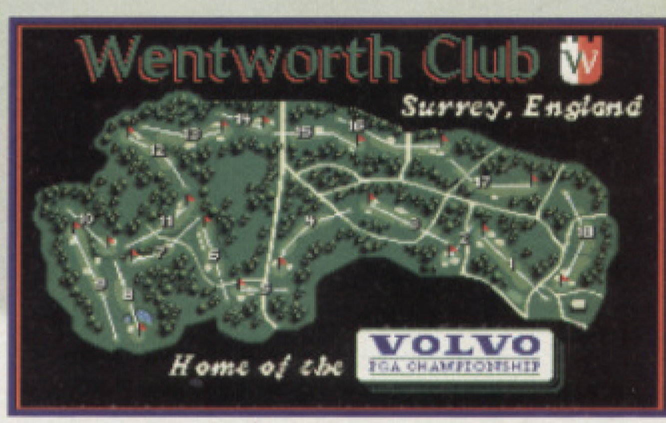
S'funny, but I could have sworn EMF (remember them?) lived here. Still, Warwickshire's Arden originally featured in Shakespeare's 'As You Like It' and was so popular they built a Golf course there. Or something. It's 7102 yards in length and cost over a million quid to create.



▲ *Luxury facilities; hunting, shooting, peasant baiting...*

WENTWORTH

Based in Surrey, Wentworth has played host to the Match Play Championship for over twenty-five years. It's extremely lumpy in places and, for some reason, it's length has earned it the nickname of 'The Burma Road.' Dunno why, though. Perhaps Burma has loads of people in silly trousers knocking little balls along its equivalent of the A1. I wonder if it has Range Rovers parked by the roadside, too...



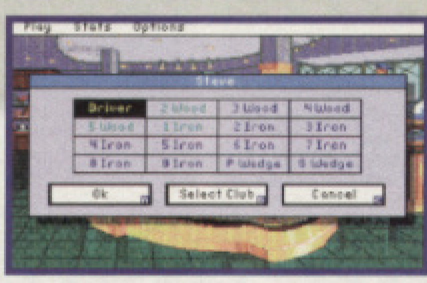
▲ *Yes, no less than the Scandinavian Car Manufacturers Cup!*

VALDERAMMA

The Spanish course overlooks both the Rock of Gibraltar and the Mediterranean. Its greens are immaculately tended but care must be taken not to KO any lost tourists who have set up their windbreaks in the bunkers.



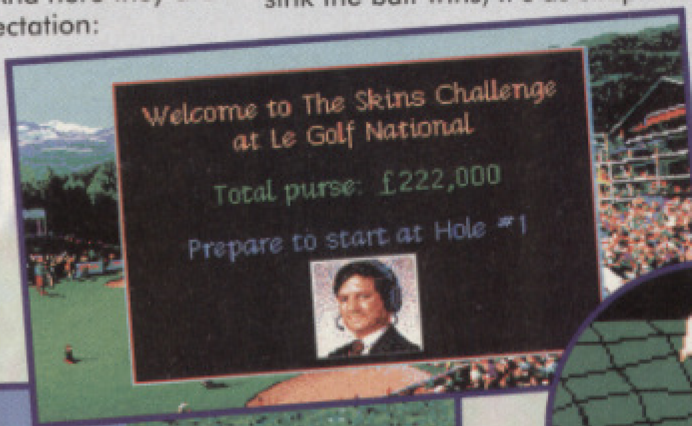




PLAY AWAY

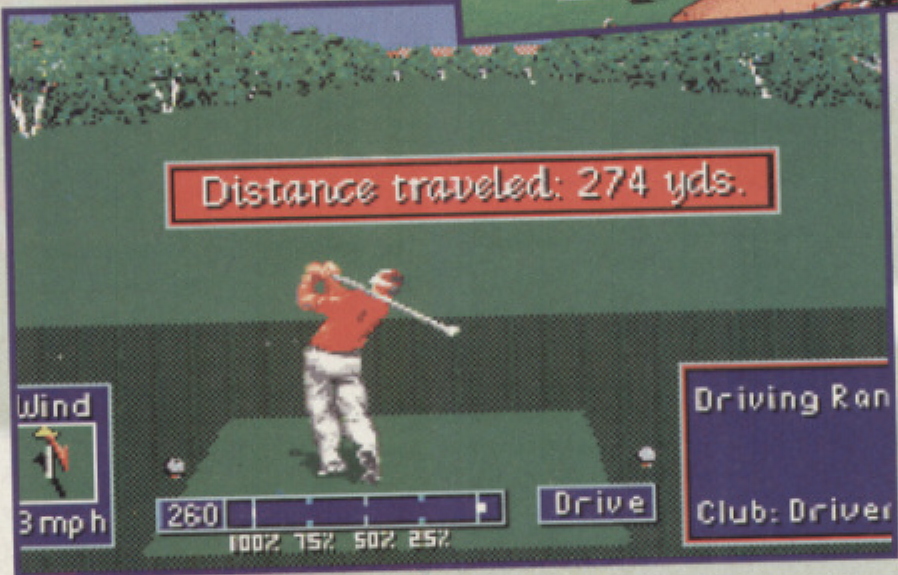
PGA Euro features a number of play modes, each of which can be played by up to four people. And here they are listed in full for your delectation:

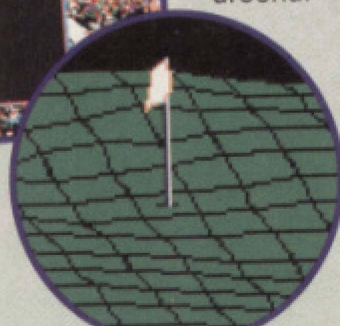
SKINS CHALLENGE: This is where loads of big blokes with cropped hair kick the crap out of each other. Oops, no it's not. This is where each hole has a cash bonus attached to it. The first person to sink the ball wins, it's as simple as that.



PRACTICE ROUND: Select any of the five courses and fumble your way around.

MATCHPLAY: Two human players are entered into a league system against the computer-controlled pros. Basically, three rounds lie between the player and an even larger bank balance. The Golfing equivalent of the FA Cup.





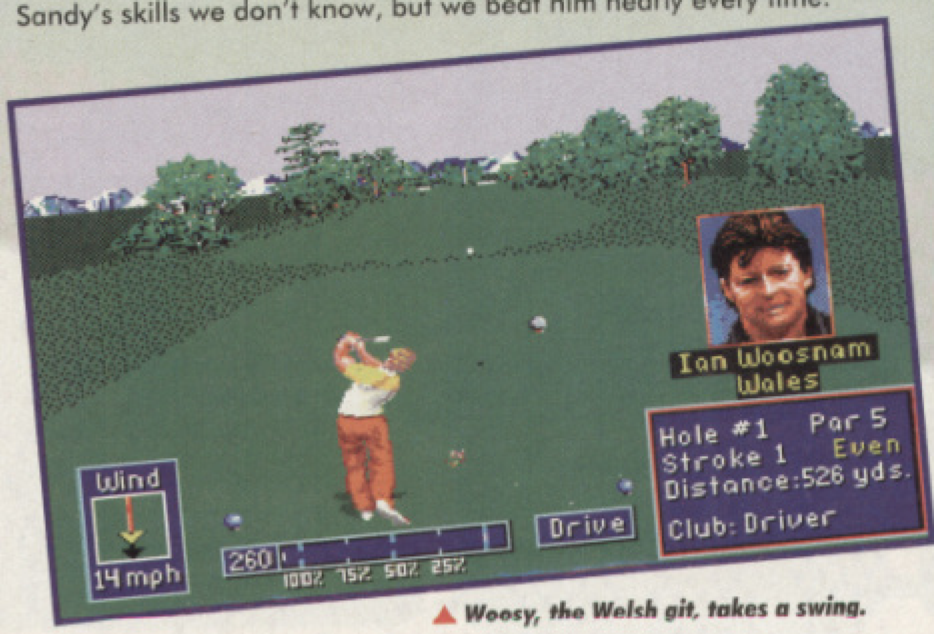
SHOOT-OUT: Ever played Pool and joined in for a game of 'Killer'? Basically, every one takes turns at potting a ball, and if you miss one of your three lives is lost. If you lose all three, you're out. Shoot-Out is the same, but the person who takes the most shots to sink the ball is the loser and doesn't make it to the next hole.

TOURNAMENT PLAY: Taking you over seventy-two holes, over sixty contestants take part in the tournament - with wads of cash awaiting the winner.

	Skins	Money	Strokes
Steve	2	£10,000	3
Bernhard Langer	0	£0	4+

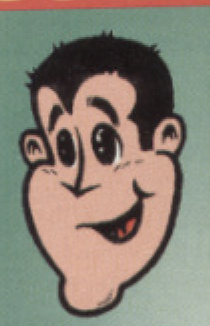
SANDY, CAN'T YOU SEE...

Once you've thrashed your mates, PGA Euro also has a number of Pros out to snatch the prize money from under your nose. In all there are ten professional players to choose from, including Bernhard Langer, Ian Woosnam, and Jose Maria Olazabel. Each offers a massive challenge, but it does seem that one player is easier to beat than the rest — Scotland's Sandy Lyle. Quite whether this reflects on Sandy's skills we don't know, but we beat him nearly every time.



▲ *Woosy, the Welsh git, takes a swing.*

COMMENT



GUS

Yup, PGA Tour was a great game, is a great game and will always be a great game. PGA Tour Euro is much like PGA Tour II, ergo, PGA Tour Euro is a great game. But I don't think it's that much greater, despite new courses, better sound effects and more varied weather conditions. The classic nature of this sim doesn't fade. It's brilliant to play and offers a very long-term challenge. But if you already have PGA Tour II (or see it for a bargain price) then don't think you're missing out on that much.

PRESENTATION — 90

▲ Loads of match options, ranging from a driving range to the full monty tournament. In addition, you can choose everything from your opponent to your clubs.

GRAPHICS — 88

▲ Nice 'flying eye' intro to each course, and the animation of the player is as smooth as ever. The ball movement is particularly realistic, too.

SOUND — 56

▲ A few nice bird noises and a dose of the claps for good shots...
▼ Well, there's not much else you can do with a Golf game, is there?

PLAYABILITY — 92

▲ How does that old saying go? "Easy to pick up, hard to master." Oh, yeah, that's the one. Never a truer word said..
▼ Games take a long time to play.

LASTABILITY — 94

▲ The five courses should last even the most ardent Sevvy quite a while, and then there's the brilliant Shoot-Out feature to get to grips with.

OVERALL — 93

The 'Turbo' edition of the best Golf game ever — and consequently, not worth the extra cash. The most playable Golf game we've seen, but a bit of a redundant purchase if you own the original.



THE ULTIMATE GAME BUSTING CARTRIDGE
MORE ENERGY
MORE LEVELS
MORE POWER
MORE LIVES
Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your MEGADRIVE™ Console.
INFINITE GAME BUSTING CODES
ACTION REPLAY
SPECIAL FX™ SYSTEM
£49.99 INC. P&P
FOR THE MEGADRIVE™
Pro ACTION REPLAY
Pro UNIVERSAL ADAPTOR
ONLY £14.99
The Universal Adaptor feature of Action Replay is available seperately! With the NEW Pro Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK MEGADRIVE Console... even so called "NTSC only" games from the US!!!!
ADVANCED CHEATFINDER
Action Replay allows you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. This feature makes it easy to find and create your own game cracking codes for even the latest blockbusting cartridges.
Pro ACTION REPLAY
Designed and Manufactured by DATEL ELECTRONICS
MEGA CHEAT INPUT SCREEN
This feature allows you to customise your games with as many cheats as you like. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc.
Well now you can with the Mega Cheat System.
UNIVERSAL ADAPTOR FEATURE
This unique adaptor feature allows you to play even import titles on your console.
NO NEED TO WAIT
So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open -NOW!!
* IMPORTANT
ACTION REPLAY IS NOT DESIGNED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY SEGA ENTERPRISES LTD.
UNIVERSAL CHEAT SYSTEM
Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!
MEGADRIVE & GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES.
DATEL ELECTRONICS
HOW TO ORDER
24 HOUR MAIL ORDER HOTLINE
PHONE 0782 744707
FAX 0782 744292
MAIL
Send Cheques, Postal Orders or credit card details to:-
DATEL ELECTRONICS LTD. GOVAN ROAD, FENTON INDUSTRIAL ESTATE,FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
OR CALL AT OURLONDON SHOP:- DATEL ELECTRONICS 222 TOTTENHAM COURT RD, LONDON W1 TEL: 071 580 6460



1-2 PLAYERS

PRICE	£44.99
BY	EA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS:1
RESPONSIVENESS:GOOD
GAME DIFFICULTY:
MEDIUM/ EASY

1ST DAY SCORE

REACH FIFTH ZONE

ORIGIN

Using Road Rash's engine, Skitchin replaces the EA game's motorbikes with rollerblades. The idea remains the same.

HOW TO CONTROL

The D-pad left and right positions control your skater's movements on the road. Up and down are used in the air.

- **A** Grab, release
- **B** Skate, slingshot
- **C** Combat
- **S** Pause, weapon select

HOW TO PLAY

Skate around twelve cities hitching lifts from passing cars, jumping ramps and beating up other competitors and, of course, trying to win the race.

What hope is there left for British culture? When are we going to see a good Morris dancing game? Will a software house ever dare release something like "Whippet Rash" or "Arthur Plumtree's Skittles '94"? For the moment things remain 'radical' rather than 'spiffing' in the shape of Skitchin. Before a look of bemusement begins to consume your features I'll explain.

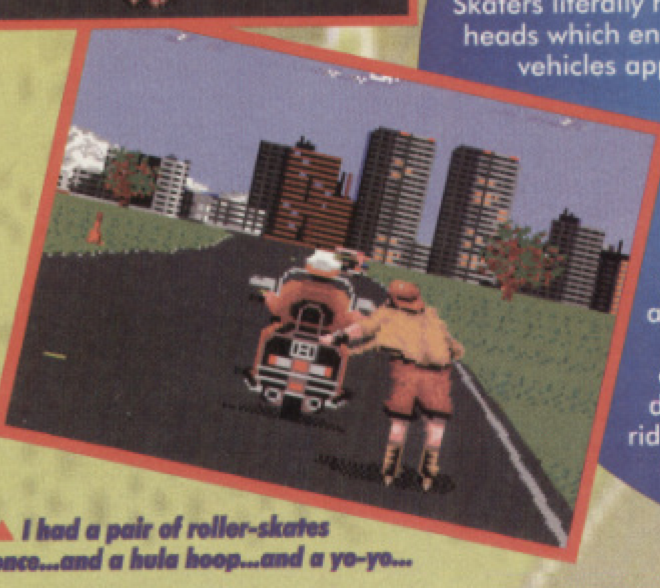
Skitchin is another crazy underground sport created by those crazy Americans. Competitors kit up in roller blades and race across twelve cities making use of everything that happens to cross their eight-wheeled path. More often than not this includes motorists who unwittingly act as tow cars for the cheeky skaters. If another competitor decides to share your ride, their presumption should be dealt with sternly by the use of fists or legs. If a weapon is at hand this relieves much of the burden of using limbs. Hopefully they'll be left nibbling on concrete. Occasionally a ramp arrives which means its time to get all poncey with a few tricks. Judges are always at hand to mark your ariel efforts with the reward of points for a good exhibition. And what do points make? Cash actually, which the dedicated skater can use to get a better set of blades, pads and various other bits of kit. Making the top four will also earn you money and enable you to move on to another city. So for now its a case of "Yo dude let's go thrashin' on the asphalt" rather than "I say old chap, what would you think to a spot of cribbage?"





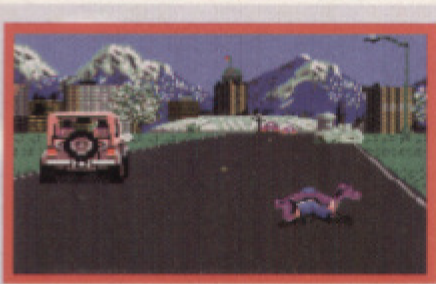
BUMPER CARS

Because all Americans spend so much of their time eating hamburgers, the idea of actually making a physical effort when it comes to racing is positively preposterous. Much more simple and a lot less exhausting is to simply grab on to the bumper of a passing car and let it do the work – although the larger skater may in fact act as the vehicle's brakes. Skaters literally have eyes in the back of their heads which enable them to see vehicles approaching from the rear. Once a skater has collected enough speed they move into the path of the vehicle and grab it as it passes. Beware, though, because other skaters might decide to hijack your ride and here's where a bit of assertiveness is necessary.



▲ *I had a pair of roller-skates once...and a hula hoop...and a yo-yo...*





▲ He's had his 'CHiPs'! Geddit, crappy Seventies American cop series fans!



▲ This is an exceptionally dangerous stunt and shouldn't be attmepted...





▲ ...on a machine with a 16-bit processor!



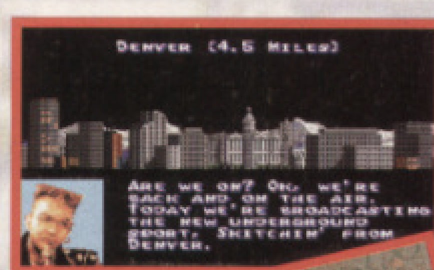
▲ And 'Shaker Maker' monster moulds...

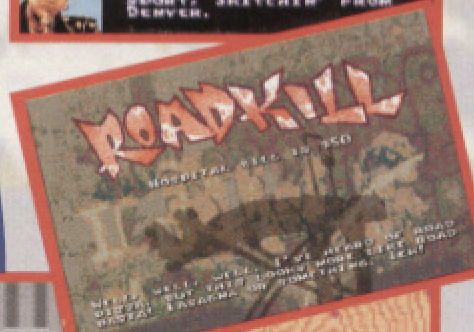


▲ And a skateboard... and a trick-stick... and a BMX... and a space-hopper...

GET YOUR KIT ON!

As you might expect, skating on major highways and attempting ambitious ramp stunts can prove quite dangerous. Having good safety equipment is definitely in order. Popping into the shop to pick up supplies should be done whenever you get your hands on some cash. In addition to kneepads, elbow pads, wrist guards and gloves which keep your delicate frame intact, the enthusiastic skater can also purchase a better set of wheels and skates which improve their performance in the race. Obviously some good placings and useful ramp stunts are necessary before you can start investing, so first a few risks must be taken.



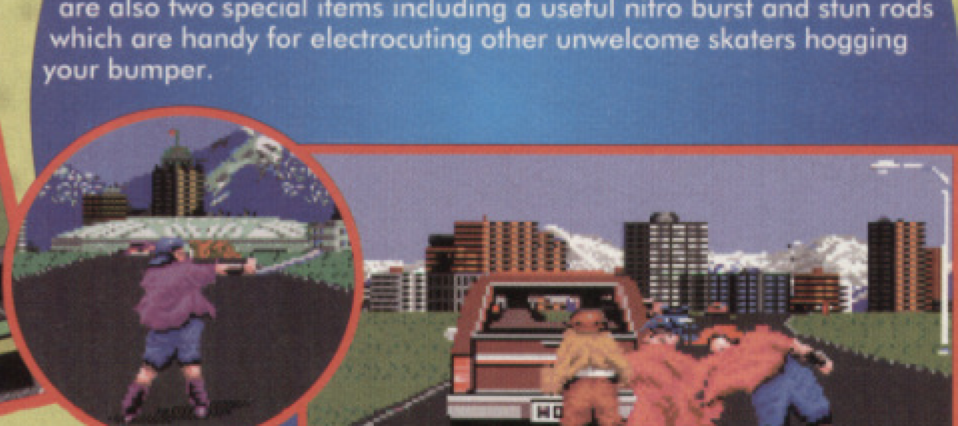






ROLL ON VIOLENCE

By changing the control setups, skaters can pick up weapons to use on other challengers. Cones at the side of the road often indicate an approaching item, and the weapons include chains, whips, crowbars, pipes and baseball bats. Items of use can also be snatched from the hands of other skaters. There are also two special items including a useful nitro burst and stun rods which are handy for electrocuting other unwelcome skaters hogging your bumper.



COMMENT



ROB

Hmmm. Are EA being a bit sneaky here? With a few little twists here and there they've succeeded in turning Road Rash into Skitchin. Cheeky, eh? Despite the similarity (it does after all use the same basic program as Road Rash) Skitchin can claim credit in its own right. You'll get the most fun out of this in the early stages of playing because I think the game's novelty value tends to outweigh its lasting appeal. Going for ramp tricks is really good fun and looks graphically impressive and the process of moving from bumper to bumper while taking on fellow skaters also proves quite amusing. But the courses don't vary a great deal, and once you're familiar and relaxed with the game it seems to lose a lot of its excitement and the whole process gets a bit mundane and samey. This is negated a bit by the two-player mode which tends to make racing games far more exhilarating.But there isn't any effort to really change the concept of the racing game. If you don't already have Road Rash this might prove an interesting alternative but I think Megadrive owners, while being intrigued by the action, are already too familiar with what Skitchin has to offer.

IF MUSIC BE THE FOOD OF LOVE...

EA have made quite a big deal of the fact that you've got sixteen tunes to choose from as you race but, to be honest, the concept isn't exactly new. All of the tunes are of a lukewarm thrashy style, naturally designed to give that rough crazy street kid feel to the proceedings. The more musically deprived out there might find themselves air punching to the rhythm but most will feel the desire to switch the music off altogether after about five minutes.



◄ D'y'know Paul G's new one has an 'anti-jog memory bank'?

A RAMP-ANT PERFORMANCE

While skaters may be averse to strenuous exercise, like typical Americans they do like to show off. This opportunity arises whenever a ramp appears. Judges are at hand to mark a skater's efforts and at first you tend to spend most of your time making a complete hash of tricks. By beginning with simple moves however you can start to develop a few injury free manoeuvres. Skaters might like to try a 360, flip, spread eagle, karate kick or few specials like the McTwist (a backflip coupled with a 360), or a Moebius (a flip with a 360). Flashy moves are rewarded with some handy dosh.



COMMENT

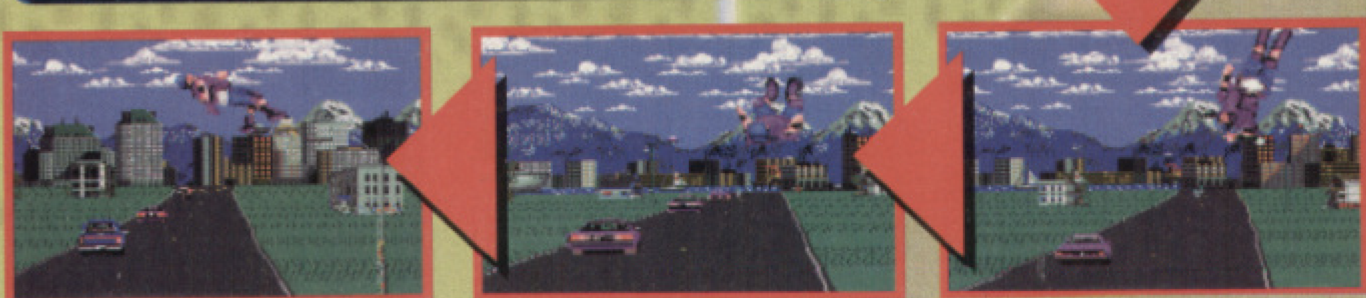


STEVE

Although Skitchin features slightly more variety than Road Rash in its content, this rollerblading sim doesn't have the longevity of the bike-based game. Scooting from car to car is great fun for a while, and the addition of ramps and weapons adds to the atmosphere, but the novelty soon wears off. There's no doubting that Skitchin is a very polished and initially playable game, and EA have crammed plenty of large sprites and crash scenarios into the action. In addition, the game adds more hazards as it goes along – crossroads and two-lane traffic, for instance; but not enough to sustain prolonged interest. At the end of the day, Skitchin – like the craze it's based on – is a faddy sort of thing. And, as with the likes of skateboards and Lolo Balls (ask yer sisters), you're not likely to return to it after a few days.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■□
WEEK	■■□□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■□□
ACTION	■■■■□
REFLEXES	■■■□□
ORIGINALITY	■■□□□



PRESENTATION — 89

▲Plenty of options, two-player mode, music select screen, password system, the whole five course meal.

GRAPHICS — 82

▲Radically drawn sprites, some good animation, especially when performing ramp jumps.
▼Lifeless backdrops

SOUND — 85

▲Plenty of tunes to choose from, well produced...
▼...which those with defective tastes will enjoy. Not many effects.

PLAYABILITY — 78

▲Easy to get into. Exciting moves can be attempted.
▼After a while the whole process gets a bit matter of fact.

LASTABILITY — 76

▲Some smart ideas and interesting moves to master.
▼Once the initial thrill mellows, things get decidedly mundane.

OVERALL — 78

A decent enough racing game with some groovy touches, but beneath the gloss lies a predictable racing game in the Road Rash mode.



1-2 PLAYERS

PRICE	£44.99
BY	EA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: EASY

1ST DAY SCORE

12,000

ORIGIN

Normy is a wacky creation of the programmers, but the gamestyle is undeniably platform.

HOW TO CONTROL

The D-pad has the predictable left/right control set-up beloved of most platform games, with a duck option.

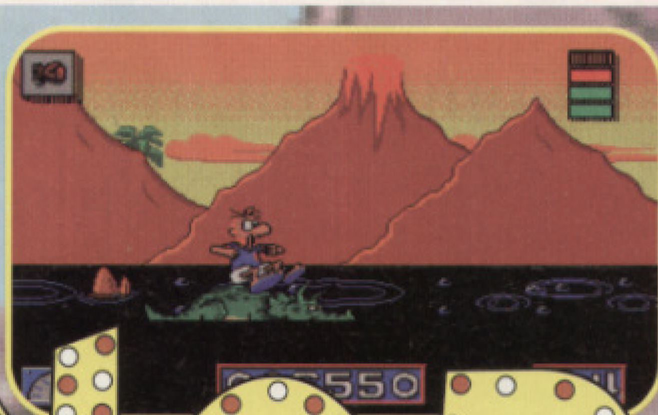
- **A** RUN
- **B** JUMP
- **C** WEAPON
- **S** PAUSE

HOW TO PLAY

Reach the captured babe at the end of each level. Snore.

NORM

BeachBabe-o-





In the words of the immortal Bonnie Tyler:

"I need a hero. I'm looking out for a hero 'til the morning light: He's got to be hard, he's got to strong and he's got to be fresh for the fight".

Indeed Bonnie. Those were the days: when men got Brut for Christmas (and used it!). And only a real man could satisfy the likes of Bonnie, the gal who gargled with broken glass before flossing with a wire coat-hanger.

But now we live in the age of John and Norma Major, Norman Lamont and Normy. It's fashionable to be useless. In those stakes, Normy is unparalleled on the beach. He is to surfing what John Major is to opinion polls. So now that all the beach babes have been abducted by time-travelling space aliens, I guess there's not much to be done — unless Normy can get his act together, that is.



DAB HANDS

Normy faces wave after wave of hysterical historical foes. Be they caveman or peasant, all they need is a flick of the weapon he's carrying. Normy makes use of whatever's lying around, so he starts with a hammer with extending boxing-glove. Later he moves onto stones. spears and other implements with limited usage (including a strangled chicken).



COMMENT



GUS

If a game ever matched its title, this is it. Normy is the most dull, mediocre and normal platform game ever constructed. I can't recall a more blatantly unadventurous and unremarkable cartridge. What's more, it seems to revel in it. The graphics are atrocious – two-dimensional, repetitive and simplistic – and they're matched with some awful music; a tinkly, parping nonsense in the background. The humour isn't funny — sub-Wayne's World surf-talk and sight gags, the sub-games are so secret you can barely find them, and the main substance of the game is so bland it's not worth it. It's sad that EA are accepting this sort of standard from some of their developers. It does tend to tarnish the image cultured by games like FIFA.



▲ *Normy swings in the rib-tickling jungle sequence.*





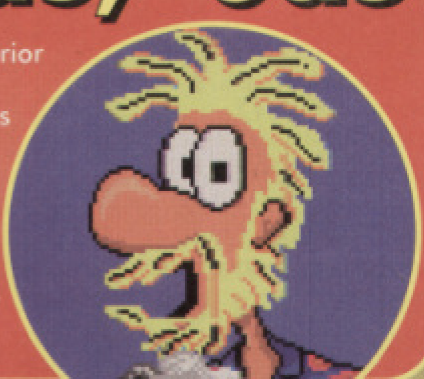
Pathfinder

Normy faces the same hazards that many past platform heroes have, lava, dinosaurs, large chasms and water. All of these are styled according to the time zone he finds himself in, be it prehistoric, mediaeval or Aztec. Normy jumps between them with his patented time-travel hair oil.



Gas, Gas, Gas

Behind that mild-mannered exterior is a racing potential of Linford Christie proportions. Tapping it is as easy as pressing the A-button. Normy dashes off, and maintains this speed until the gauge in the bottom-left of the screen is full. Dash power is used to cross gaps, make higher jumps and knock out enemies







Comment



STEVE

My, what a piece of mediocrity. Normy starts off looking like any other unfunny cartoony platformner you care to mention, and continues apace seemingly happy with its bland lot. Graphically, it resembles an Amiga game with a minimal colour palatte and backdrops which contain nothing whatsoever of interest. Ok, so if there was a stunning game in there to save it, EA would be able to breathe a sigh of relief. But there isn't and this dooms Normy to a life of unplayed obscurity. The sprite detection is duff, the sound atrocious, and the only way Normy will be remembered is when people read this issue in a few years' time and sigh with relief because they never bought this underfed platformer.

Arcade Classics

Hidden with Normy's code are a selection of great and good coin-ops of the past. For nostalgia, challenge and plain fun, try to locate secret sub-games like Asteroids and Space Invaders.



LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■□□□
ACTION	■■□□□
REFLEXES	■■■□□
ORIGINALITY	□□□□□

PRESENTATION 67

▼A poor intro, bland intro screens and a general feeling the game was lazily put together.

GRAPHICS 65

▼Not cutting edge Megadrive visuals. Okay, they're meant to look naff, but Normy just looks like a dog's dinner.

SOUND 52

▼Boring, boring, boring. Plinkety-plonk, rinkety-dink. If music is wallpaper, this is Novymura in magnolia.

PLAYABILITY 60

▲ Moderately playable over the short-term, as all platform games are.
▼-Utterly limited and basic, even the prospect of stumbling on a hidden game doesn't thrill.

LASTABILITY 44

▼It won't take long to complete, and you won't even find it interesting in the time it does.

OVERALL 53

Maybe this is one big joke, with Normy being normal, but it's on you if you pay £40 for it.

DRACULA UNLEASHED



1 PLAYER

PRICE £49.99

BY INFOCOM

RELEASE MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES:SAVE GAME
SKILL LEVELS: 1
RESPONSIVENESS:QUICK
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Survive until dawn!

ORIGIN

Dracula Unleashed is a novel adventure, using the mechanics of the previous Sherlock Holmes games.

HOW TO CONTROL

The D-pad works excellently as the interface for a point-and-click icon system.

- A SELECT
- B DESELECT
- C NO FUNCTION
- S NO FUNCTION

HOW TO PLAY

Roam London in this investigation/adventure game. Destroy the evil of Dracula.

Alexander Morris has crossed the Atlantic from Texas to probe the death of his brother, who was living in London. The unfortunate young man had been part of an occult society called the Hades Club. Could it be that the eccentric members have some sinister connection with Morris' death?

If that wasn't enough, troubles have befallen Alexander's fiance, Anisette Bowen with the sudden death of her father. Although he appears to have passed away peacefully in his sleep, Morris is disturbed by premonitions he had of the event, and the advocations of his European friend, Van Helsing, who urges him to look to his own personal safety. Shadows and fog shroud a long-slumbering evil which now threatens to rise...

COMMENT



Adventure fans should delight over Dracula Unleashed, since it's the best FMV adventure so far. The programmers have taken the novelty of Sherlock Holmes, seriously improved the presentation and added a whole new angle by placing items and puzzles into the game. There is a real sense of atmosphere as the hours race by and night approaches, with some good dream sequences. It is expensive for the amount of time it takes to complete, but Dracula Unleashed is strikingly original and works well.

THE BIG SMOKE

There are lots of locations to visit around London, all of which are listed in your journal, and new ones are added when important places are mentioned by characters. Your are conveyed around the city by carriage, an easy enough journey but not instant. Travelling swallows up useful time. Plan your journeys by clicking between points on the map screen.











DARK SECRETS

The game has a polished icon-based control system (rendered cleverly as stained glass pictures). These are used to transport you around London, keep an inventory, save the game and review your journal at will. To familiarise yourself with their functions, click on Van Helsing's icon for a tutorial.



COMMENT

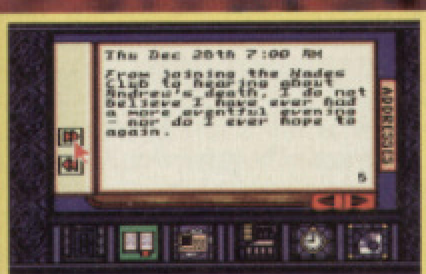


'We don't loike strayngers 'round 'ere, zur...' In fact quotes from country bumpkins are all that's missing from this Hammer film-style epic. Searching Victorian London for clues whilst laughing at the assorted cliched characters is a pleasant enough way to pass a few hours, and there's plenty of object-related puzzles to keep you going. I found myself initially pleasantly surprised by Dracula Unleashed and its Cockney cabbies and upper class twits, but even after the novelty of these started to wear thin, the adventure started to unfold and I wanted to find out the causes for the mysterious deaths. It's not quite up to the standard of Double Switch but, even so, Dracula Unleashed is one of the best Mega-CD titles to date





▲ *Your luxurious cab, with unlimited travelling expenses (unlike Emap Towers).*



DEAD AGAIN

Dracula Unleashed looks a lot like the previous Infocom game, Sherlock Holmes Consulting Detective, but with improved Cinepak video graphics. The graphics window is wider and clearer, and the disc access is much improved. If the animations and speech are bothering you, they may be turned off.



◄ *Aaiieeee! Fangs for nothing!*

▲ *Sisters, sisters, never were there such devoted sisters.*





▲ *Oh! I should never have had that rat and potato pastie.*





▲ *Cameo appearances by Wolfie, star of TV's popular 'The Littlest Hobo'.*

ICONS OF LIGHT

For the first time, objects feature in a FMV game, adding an adventure element. As you traverse London, lots of things fall into your possession: cloths, clubs, calling cards and parcels, for example. Using them, by keeping them in the 'to hand' box, is often vital to saving your life.



LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■■■
WEEK	■■■■□
MONTH	■■■□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■■■■■
CHALLENGE	■■■■□
ACTION	■□□□□
REFLEXES	□□□□□
ORIGINALITY	■■■■□

PRESENTATION — 93

▲The icon system is cleverly produced, the Cinepak works well and the disc access is speedy.

GRAPHICS — 92

▲Good FMV, and the sets don't look so cheap and corny as those of Sherlock. Lots of nice 'period' drawings.

SOUND — 94

▲Crystal clear speech, with nice touches like Morris reading the journal entries and the cabbies' banter. Excellent music.

PLAYABILITY — 88

▲A truly interactive movie, with the tension of a film and the challenge of a game.
▼Not one for action fans.

LASTABILITY — 80

▲Much harder than Sherlock, because you can become a victim!
▼ There's only one 'case' on the discs.

OVERALL — 87

A very clever piece of Mega-CD software, and an absorbing Victorian venture.

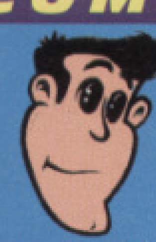
1-2 PLAYERS	PRICE £21.99
	BY CODEMASTERS
	RELEASE MARCH

CJ ELEPHANT FUGITIVE

There now follows a Public Information Announcement. Reports have been filed of a cute miniature elephant having breached security measures at London Zoo. Although the whereabouts of the animal are still a mystery, keepers are going on the Stena Sealink receipt and Paris hotel reservation found in his compound that suggest he may be trying to leave for the continent and then Africa.

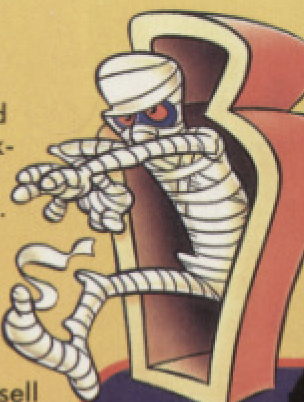
Speaking for the zoo, spokesman Ernest Budgen said they had no idea why the pachyderm would abscond except for reasons of puerile publicity. "He had just signed a contract with a video game company, er, Codemeister or something," explained Mr Budgen. "I suppose all the furore surrounding the escape will help sell their platform game". Mr Budgen is 43.

COMMENT



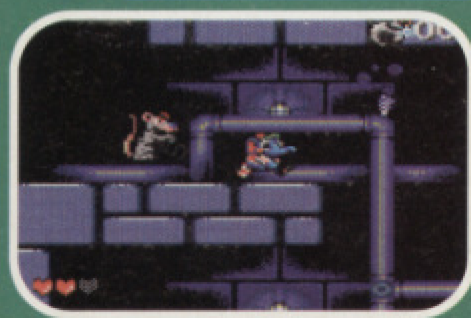
STEVE

Oh, deary, deary me, I do believe I'm suffering from Deja-Vu! A game where a cutesy sprite makes his way across a series of dangerous countries? And the customary bosses making an appearance every now and then? Blimey, if CJ Elephant Fugitive isn't just a retread of every other platformer known to man, I'll eat my undies. Granted, it's moderately playable, but where's the originality — where's that little something to entice you further in? Not here that's for sure! Decidedly average.



FRUITY!

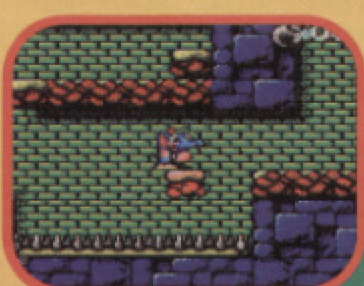
CJ goes down in history as the first terrorist elephant. Behind that cutesy facade is a fanatical character, capable of throwing bombs to aid his progress, or even shooting lethal peanuts from his trunk. In fact, so shocked are the various snails, rats, Egyptian mummies etc. that he comes across, they immediately turn into a piece of fruit! Or even some more bombs! Bizarre.











SWEET HARMONY

CJ lets you come together in that most intimate of Game Gear pastimes, the two-player link. But instead of two-way elephant 'fun', this special option is a nifty little race game. Sadly, you can't participate on your own, but it's a handy thing to know.



COMMENT



GUS

They say elephants never forget, but even CJ would be hard-pressed to remember this little romp. I have to say I found it pretty banal. This sort of dull platform romp has been re-run to death and there's nothing new here. I was also annoyed that CJ kept dropping his bombs when I didn't want him to. The programming is competent, even some of the graphics are good, but it's wasted effort when the game is so shallow.

PRESENTATION 67
The special game for two players is a nice idea.

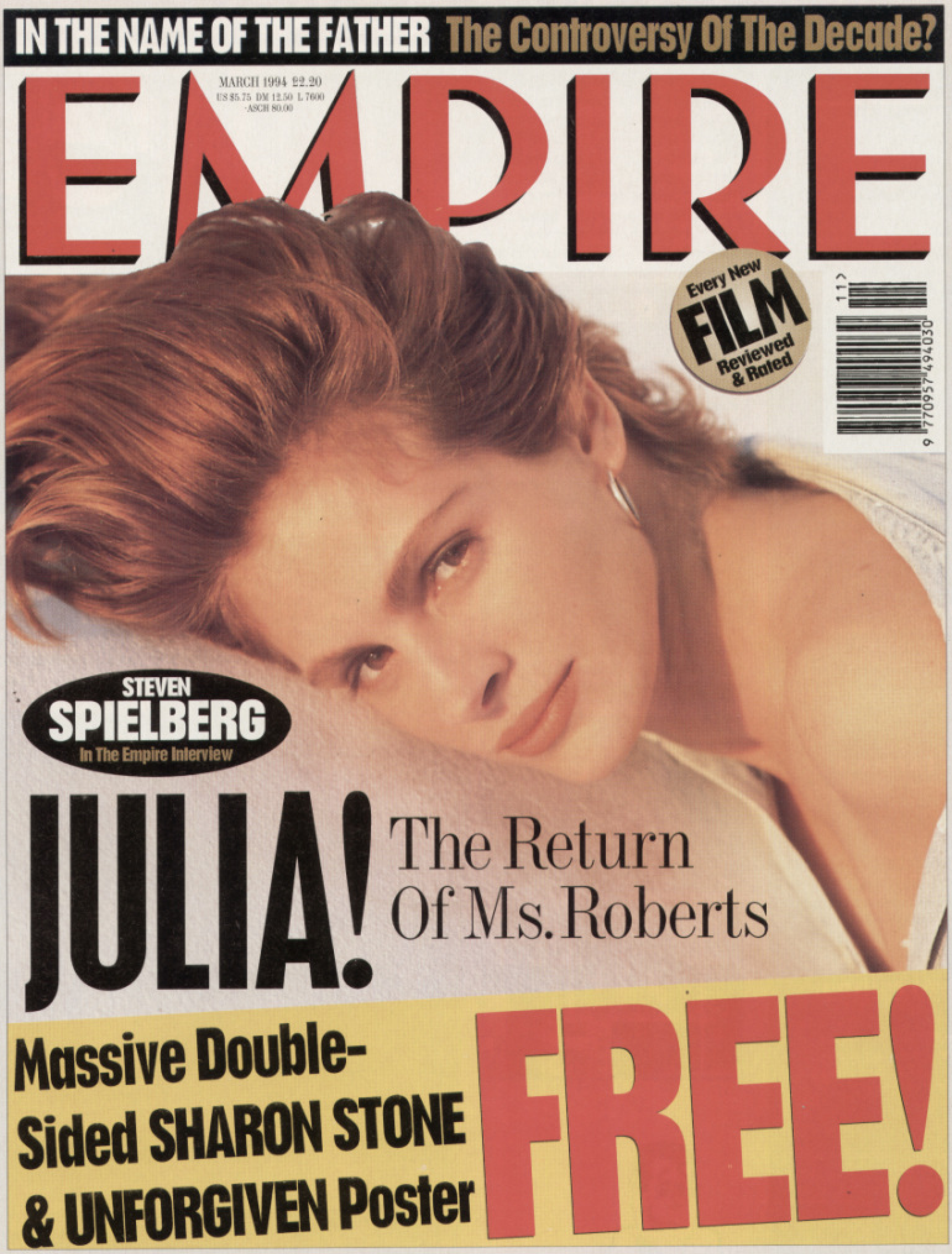
GRAPHICS 74
Nicely coloured and quite well defined but very unimaginative.

SOUND 68
Average music, neither aurally offensive or appealing.

PLAYABILITY 56
The banality of the gameplay produces almost instant boredom.

LASTABILITY 47
There are seven stages, none of them memorable.

OVERALL 53
What the Game Gear really doesn't need — another dull platform game.


IN THE NAME OF THE FATHER The Controversy Of The Decade?
MARCH 1994 £2.20
US $5.75 DM 12.50 L 7600
ASCH 80.00
EMPIRE
Every New FILM Reviewed & Rated
STEVEN SPIELBERG
In The Empire Interview
JULIA! The Return Of Ms. Roberts
Massive Double-Sided SHARON STONE & UNFORGIVEN Poster
FREE!



1-4 PLAYER

PRICE	£39.95
BY	DOMARK
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

REACH LEVEL 3

ORIGIN

Originally a PC title, Prince Of Persia has appeared on every computer/console known to man.

HOW TO CONTROL

The complex controls use the four D-pad directions to run, jump and fight, in combination with the buttons.

- **A** STEP
- **B** JUMP
- **C** NOWT
- **S** PAUSE

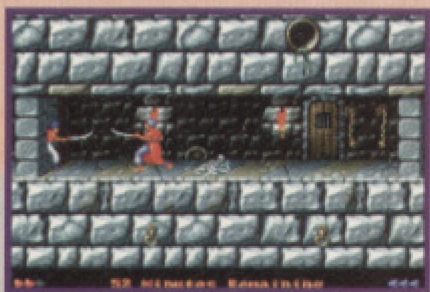
HOW TO PLAY

Guide Trevor through a series of trp-laden dungeons, tackling guards as he tries to find the Tower in an hour!



As with all Kings and Queens, the time has come for the Sultan of the Persian Royal family to do the good will rounds, touring the nation hugging and kissing babies and ruffling the lice-ridden hair of peasants.

In his absence, the Sultan has left his right-hand man, the Grand Vizier Jaffar, in charge of the kingdom. But, being a politician, Jaffar is incapable of doing the right thing, and before you can say "Jaffar! Jaffar! The princess snatcher!" that's exactly what he's done. Jaffar's plan is to marry the girl, kill the Sultan and steal the kingdom – and he's imprisoned the fair maiden deep in a dungeon in the Tower with only an hour to decide on his 'proposal'. Thankfully, help is on its way in the shape of her beau(who we'll call Trevor). The player controls Trevor and now has one hour to find a route through the palace's dungeon to the Tower – but Jaffar's traps are a plenty...

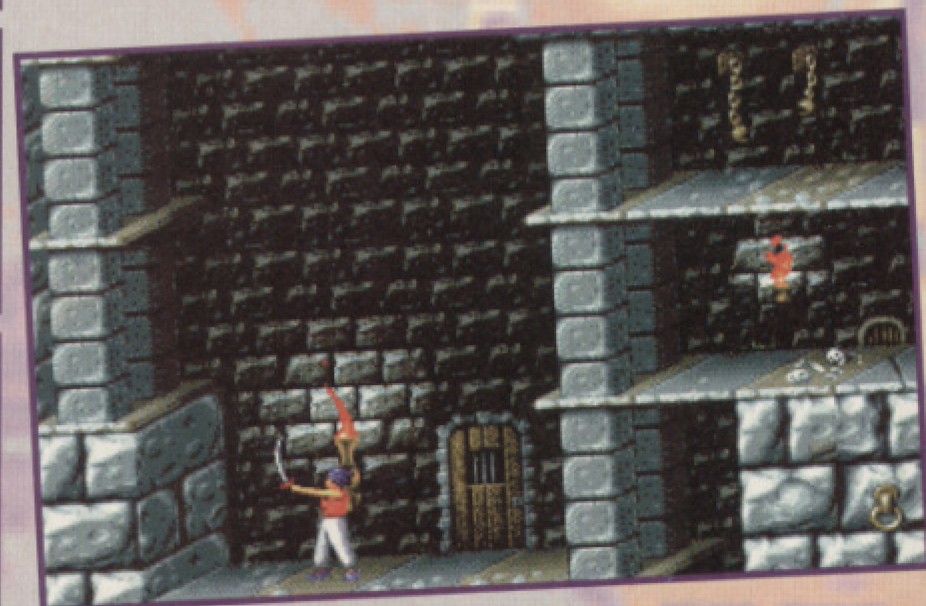






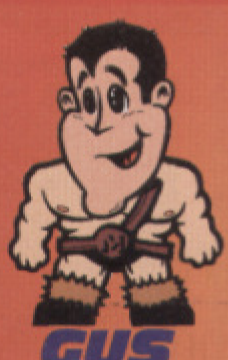
WHERE'S THE SWORD, MISS FORD?

Because the dungeon is littered with guards wielding very sharp sabres, Trevor is going to need to use a little more than bad language to defeat them. Obviously, the priority on the first level is finding a sword. Once this has been achieved, our intrepid hero must test his mettle against one of the guards in order to move on to the next level. Developing good attacking and defending abilities is therefore essential



▲ *Trevor takes time to improve his Golf swing.*

COMMENT

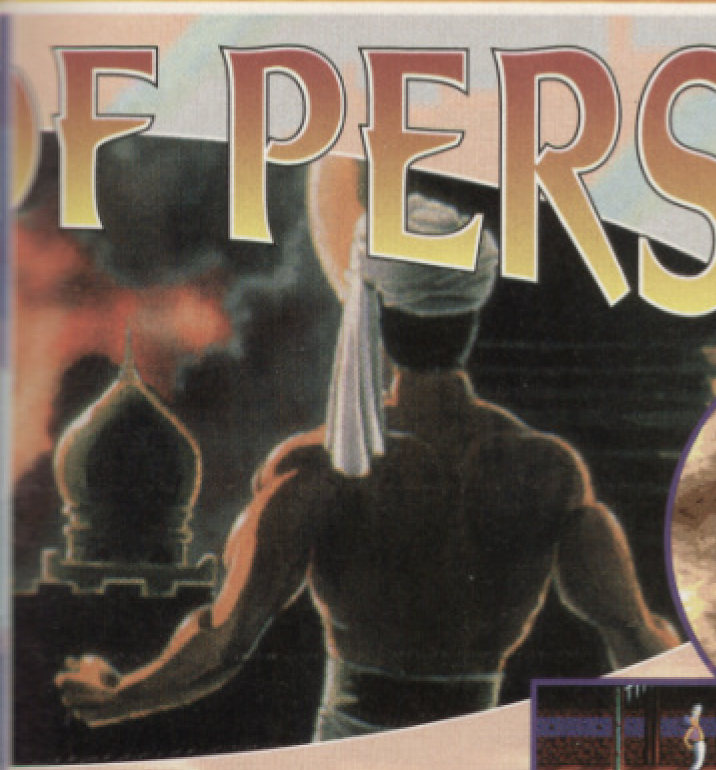


From the mists of time... Prince of Persia is a senior citizen of the games world, and its looks and charm have undeniably faded over the years. When this was new, it was a clever innovation on the platform game, but all the new ideas have been improved upon by the likes of Flashback. The Super NES, with its extra levels and presentation is still the best version of PoP. The sombre graphics, and most of all the sluggish control method, make the Megadrive version an inferior product. It's still a slick game, but not a great one.

TRAPPINGS OF WOE

As well as harbouring a thriving insect community, the dungeons are also full of traps which all too easily dispose of the unsuspecting novice. To begin with there are a number of floor tiles which are unstable. The tiles rattle as you walk across them to act as a warning – but don't hang around for too long. The same principle applies to certain ceiling tiles. If you jump up and push them they will vibrate. Often these tiles need to collapse before Trevor can find a route to the next level. One trap with no advantages, however, are spikes. Look out for a cluster of holes in the floor because it's from these that the spikes snap up. Trevor must jump them or shuffle through them cautiously. Other things to look out for are guillotine blades and the pendulum which slice Trevor into cold meat slices.

OF PERSIA

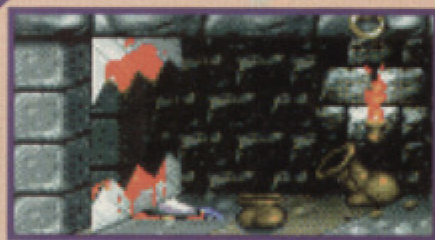






GIVE ME BLOOD!

In this age of censoring console games because of their graphic violence this one comes as something of a surprise. For some reason, the Megadrive version of Prince of Persia comes with a bit of added gore. For instance, when the heroic Trevor gets sliced up by one of the lethal traps, you can expect a more than your fair share of ketchup.



▲ *Sid the Seal meets a sticky end.*

WALKING CAN BE FUN!

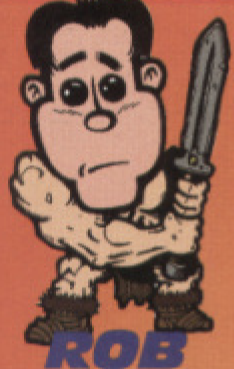
Unlike the average platform game, the controls in Prince of Persia are a bit more complicated and take a bit of getting used to. Ultimately, though, they suit the realism of the game. Most moves use a combination of buttons with the direction pad. If Trevor attempts to jump a wide gap he needs a sufficient run up. Likewise, when descending to a lower lever it is often safer to lower yourself slowly rather than simply jumping.







COMMENT



What I was expecting of Prince of Persia was a very similar version to that of the Mega-CD game. But, despite the fact that the intro sequence isn't as impressive as the CD version's, the in-game graphics and action are superior. This really is a good conversion with all of the elements that went to make Prince of Persia a classic. There are a few annoying niggles, though. Occasionally the controls don't behave as they should proving fatal and very frustrating. With the likes of Flashback on the Megadrive these days you wonder if Prince of Persia is likely to find its niche. I think Flashback is better, but fans of the original won't be disappointed. This is a tough game to crack, and the addictive quality of the gameplay ensures continued enthusiasm. If there is a detestable aspect to this game, it has to be the music. Turn the sound down quick or it might encourage you to slice your ears off!

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■■
WEEK	■■■■□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■□□□
REFLEXES	■■■■□
ORIGINALITY	■■□□□

PRESENTATION 84

▲Nice intro sequence and an invaluable password system
▼The control system has moves missing from the other versions.

GRAPHICS 87

▲Excellent in-game graphics and animation.
▼The graphics are sombre, and rarely change.

SOUND 65

▲Sound effects are good.
▼As regards the music, welcome to hell!

PLAYABILITY 83

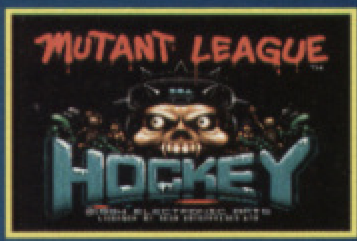
▲There are plenty of diverse skills to master.
▼The controls can often be a little too quirky.

LASTABILITY 85

▲It's tough, and there are plenty of routes and rooms to discover.
▼Those who prefer their games a little more ready cooked may find it boring.

OVERALL 83

A good conversion of a classic game. Its trumpet might be slightly muted by the arrival of Flashback but it still has a lot to offer for those who like their games a little deeper.



1-4 PLAYERS

PRICE	£44.95
BY	EA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: N\A
SKILL LEVELS: FIVE T
RESPONSIVENESS:ADEQUATE
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE

Beat a Two-Star team.

ORIGIN

Using the existing NHLPA engine, Mutant League Hockey adds monsters and violence to the puck-chasing action.

HOW TO CONTROL

The D-pad moves your selected mutant around the rink.

- A LASH OUT
- B SHOOT
- C PASS
- S PAUSE

HOW TO PLAY

Beat the crap out of your opponents whilst simultaneously trying to slam the puck into their goal – through them if necessary.



▲ *What might they use to give the ice that lovely green tinge?*







MUTANT LEAGUE HOCKEY

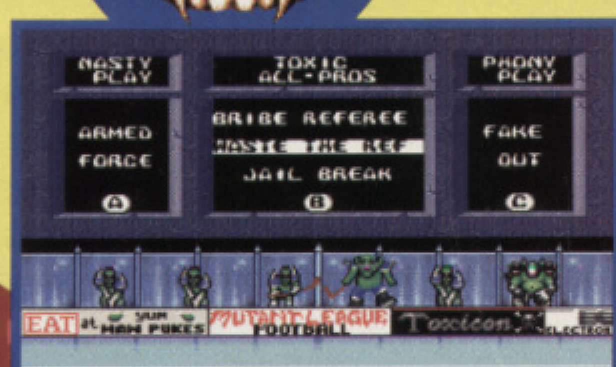
When you consider that normal Ice Hockey is played by huge hulking brutes with a penchant for violence and fighting, EA's adding of monsters to the mix may seem a little redundant – after all, can your average bug-eyed geek really be any more violent than a mountainous Canadian who has just been slammed into the wall? Still, EA taken one step further by adding traps, weapons and other such death scenarios to the action, and these and the aforementioned monster teams stand between the player and a cupboard full of silverware – oh, and compensation for any limbs which are lost along the way. There are going to be fights aplenty, keep an eye out for those spiked walls and holes in the ice, and not all of the team will be alive to claim their half-time oranges. But, hey, who needs eight legs anyway...

REST IN PIECES

In true Mutant fashion, as well as using violence to cheat your way to victory, the player can also enter an option screen which is full of handy cheats. Mind you, the cheats on offer aren't your usual tips and tactics – no, sirree! Instead, this screen allows you to provoke a full-scale attack, bribe the ref, or even more satisfying kill him off entirely!







YOU'VE BEEN MAIMED

The ice itself plays host to traps left by the League organisers in order to weed out the weaker players. In all, Mutant League offers over twelve rinks, each of which features an individual line in death-dealing hazards. Holes in the ice are the most common trap and players who fall in these can be seen floating beneath the surface, but mines, spikes on the perimeter fence and fires prove equally deadl





COMMENT



GUS

My submissions for this one is brief. John Madden Football — good. Mutant League Football, not funny, not so good. Therefore, buy John Madden's. NHLPA Hockey — good. Mutant League Hockey, not funny, not so good. Therefore, buy NHLPA. Now that the original Hockey and Madden's are in a double pack, it would be mad to go for this frilly update, with it's extremely jerky graphics, poor gameplay and tedious extras.



COMMENT



STEVE

As with the Football game before it, Mutant league Hockey simply doesn't gel. Whereas, NHLPA is a fast-moving game with large sprites and plenty of action, Mutant League Hockey is considerably slower and, for some unearthly reason, the assorted players are a bunch of puny, unimpressive weeds – these are supposed to be the toughest bunch of mutants in the galaxy! What it really needed were large players which really looked as if they were inflicting damage to each other via the assorted traps left around. After all, a great deal of thought seems to have gone into the game, and the addition of weapons and traps does add appeal to the proceedings – but only for a while. Seeing a player trapped under the

CAREFUL WITH THAT AXE, EUGENE

In addition to the assorted mutants actually playing the game, EA have also beefed up Hockey's violence quotient. Whereas normal players are quite content to take off their gloves and hit each other, in Mutant League the players wallop each other with their sticks and whatever else comes to hand (Tentacle? Talon? Feeler?). Getting into the violent spirit of things, the crowd lob axes, chainsaws and maces on to the rink and these are collected simply by passing over them, whilst pressing the A button brings them into play. Concede too many hits, though, and your player is either reduced to what appears to be Pea Soup or a cluster of bones of component parts.





LONG TERM REPORT	
HOUR	■■■□□
DAY	■□□□□
WEEK	□□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■□□□
ACTION	■□□□□
REFLEXES	□□□□□
ORIGINALITY	■■■□□

PRESENTATION 77

▲Loads of teams and rinks to choose from, five 'gore' levels, and options for substitutions and penalties.

GRAPHICS 67

▲Plenty of variety in the assorted traps and death sequences.
▼The sprites are far too small and, consequently, the fights and on-rink scuffles lose their impact.

SOUND 53

▼A few terrible Gladiators-style ditties which completely fail to add any big game atmosphere to the game.

PLAYABILITY 64

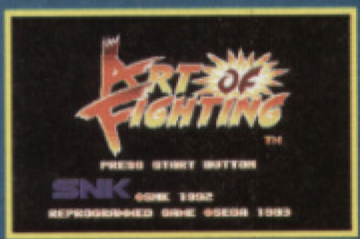
▲The players are easy to control, with buttons for hitting, shooting and passing.
▼Too limited in terms of variety and doesn't exactly rely on skill.

LASTABILITY 55

▼-Let's face it, once you've seen every death scene the traps offer, there's not enough playability to keep you hooked.

OVERALL 59

A nice idea which, like Mutant League Football, hasn't quite come off. You're better off which NHLPA – at least the player sprites look as if they could fight their way out of a wet paper bag...



1-2 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES:3
SKILL LEVELS: 2
RESPONSIVENESS:DIRE
GAME DIFFICULTY: HARD

1ST DAY SCORE

BEAT SECOND OPPONENT

ORIGIN

Art Of Fighting is yet another Street Fighter spin-off with numerous odd-ball characters bundling in for a bit of one-on-one action.

HOW TO CONTROL

Use the pad to make the characters jump around ineffectually. Oh, and the buttons are used to punch and kick. After a slight delay, that is...

- **A** PUNCH
- **B** KICK
- **C** TAUNT
- **S** PAUSE

HOW TO PLAY

Smack seven barrels out of your opponent before they do the same to you. Sound familiar?

The Art of Fighting is a mystical series of dirty tricks handed down from generation to generation. Performed across a series of stages, two combatants are left to face each other and force their opponent into submission using a vicious array of Chinese burns, Chinese bicycle rides and even – gasp! – sneaking up behind the other person and knocking their knees from behind so they collapse in an ungainly heap. It's by no means a new style of fighting – Capcom's Cheat Fighter started the ball rolling several years ago – but it is one which is destined to outlast the likes of Judo and Aikido. More worrying, though, is that sooner or later the moral guardians of this fair country are going to notice the disturbing trend and, once again, blame playgrounds for causing violence in video games. Let the tournament begin...



▲ *Sonic Boom and Dragon Punch are trademarks of Capcom Inc...or are they?*



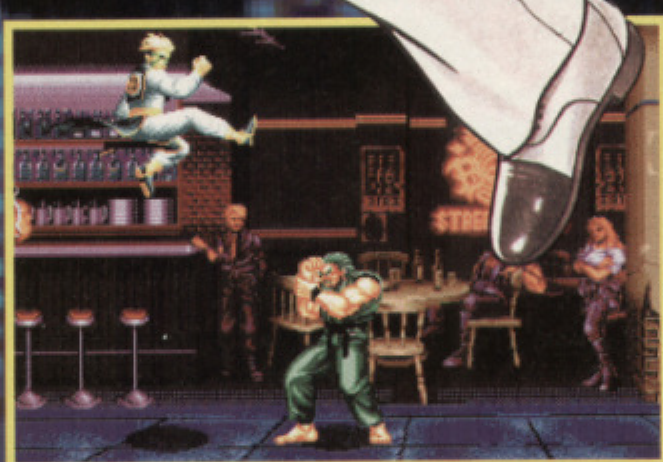
ART OF FIGHTING

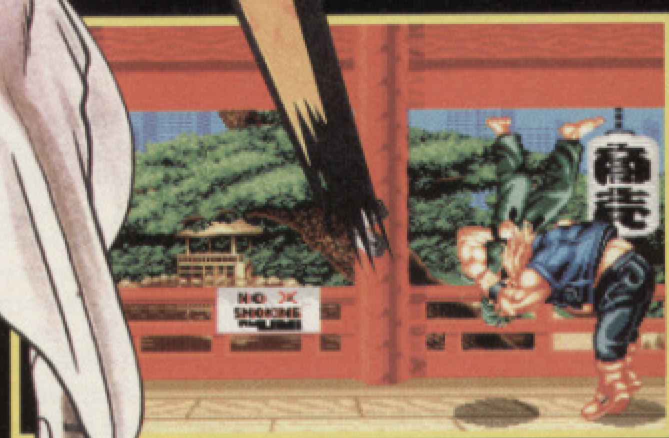


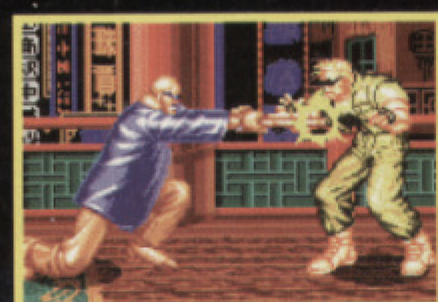
▲ *I don't like fighters who wear Adidas shorts and pink trainers.*

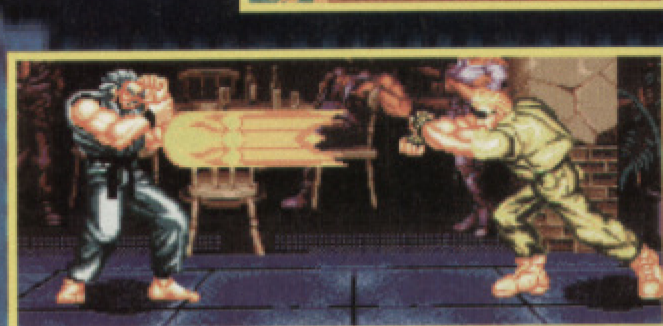


▲ *What do you mea 'there's a fly in my soup'?*









COMMENT



STEVE

Although the Art of Fighting coin-op was nothing special it was an entertaining enough beat 'em up. This Megadrive conversion, though, is Art Of Fighting in name only. Gone are the fast-moving fighters and their skilful moves, replaced by badly-animated sprites which move so slowly it's impossible to string a series of moves together. In addition, dodgy collision detection makes landing punches and kicks a real chore, and nine times out of ten your character never seems to be able to block an opponent's move. Such fundamental faults make Art of Fighting look extremely dated, and no fun whatsoever.





OF
TING







FROM A DISTANCE

The original SNK Art Of Fighting coin-op had one main feature to lift it above the likes of SF2 and Mortal Kombat. As the game started, the two combatants were viewed from the customary distant SF2-style viewpoint. However, once they started laying into each other, the screen zoomed in for a close-up of the assorted punches and kicks. Sadly, this feature is missing from the Megadrive game, leaving no redeeming aspects whatsoever.

MEET THE GANG ('COS THE BOYS ARE HERE)

The scenario behind Art tells of another Mr Big kidnapping yet another young girl. In one-player mode, the player is given clues to the missing girl's whereabouts whenever an opponent is KO'd. However, in two-player mode the characters are simply pitted against each other. And, yes, you can be the bosses.



Big wrestler lookalike who's mean with his fists. Not at all like Balrog.



Not Ryu at all, and the hero of the piece. Wears funny trousers.



Not at all like Vega. Honest. Wears and mask and jumps a lot.



A Samurai lookalike who's a dab hand at creating walls of fire.



A huge leather-clad bloke who proves surprisingly agile.



Ryu... sorry, Ryo's best mate and partner in his search for Mr Big's hidey hole.



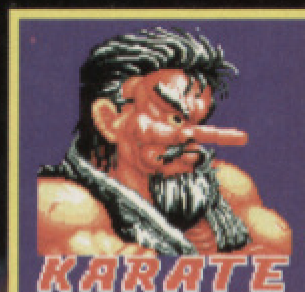
This blonde fighter isn't at all like Guile – despite the planes and GIs in the background.



The only female combatant – and she also seems to have a part-time job as a waitress. Times must be hard.

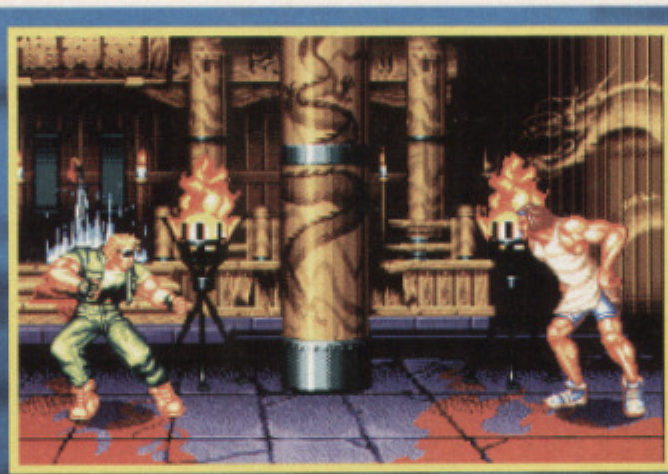


Doomed to be a bad guy after his parents gave him the name. He's big, bald and armed with sticks.



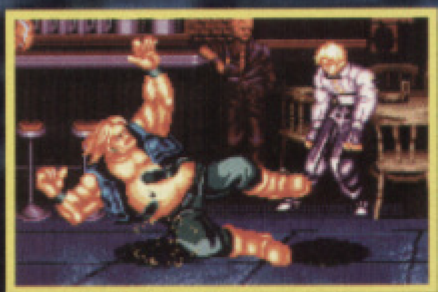
Named after a crap aftershave (all his mates greet him by saying 'Hi, Karate), this big-nosed git looks a little like Pinnochio.













▲ *Quiver before the Venetian blinds of Doom!!!!*

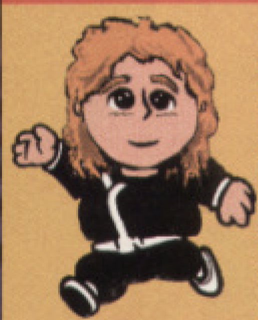
SPIRIT LEVEL

Situated beneath the customary strength bars at the top of the screen lurk another two bars which indicate each character's mystical energy. These are reduced slightly whenever a character performs one of their special moves, and, when fully depleted... well, basically, they're stuffed. Thankfully, frantic pressing of the C button can be used to replenish them, but this has the serious disadvantage of leaving the player temporarily defenceless.





COMMENT



LUCY

What a pile of old poo! Crap graphics, poorly animated sprites, slow action, appalling sprite detection, unimaginative backgrounds, dodgy controls and completely dull gameplay — apart from that, there's nothing wrong with this game at all! Why a software company would want to put out this tosh when there are games like Eternal Champions and SFII on the market, I'll never know. It's very rare to find a game with no redeeming features at all but I'm afraid this is one of them. Avoid at all cost.

LONG TERM REPORT	
HOUR	■□□□□
DAY	■□□□□
WEEK	■■□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■■□□□
ACTION	■□□□□
REFLEXES	■□□□□
ORIGINALITY	□□□□□

PRESENTATION 36

▼ Very few options and minimal intro scenes maketh Art a dull boy.

GRAPHICS 54

▲ Large, almost arcade-quality sprites...
▼ Which move soooooo slowly and jerkily it defies

SOUND 42

▼ Appalling sound effects and terrible music. Nothing whatsoever to recommend.

PLAYABILITY 33

▼ The slow action and unfair collision detection will have you tearing your hair out in frustration.

LASTABILITY 17

▼ You're joking aren't you! There's more chance of Elvis making a comeback than normal people playing this more than a couple of times.

OVERALL 24

An incredibly dire conversion of a reasonable arcade game. Completely devoid of any plus points whatsoever, this is beat 'em ups at their absolute nadir. Avoid and poke with a long stick.


MATCH
he plays computer games...
he reads MATCH...
...and he plays football.
What else is there to do?
MATCH ~ the football mag that matters! Get it every week!

HYPERDUNK

1-8 PLAYERS

PRICE	TBA
BY	KONAMI
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD(4 TAP)
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: DODGY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

BEAT MINNESOTA

ORIGIN

Hyperdunk is Konami's first foray into Megadrive sports with this NBA-style sim.

HOW TO CONTROL

The D-pad moves the player's around the court, including up and down for 'depth'. Players may also be controlled when jumping.

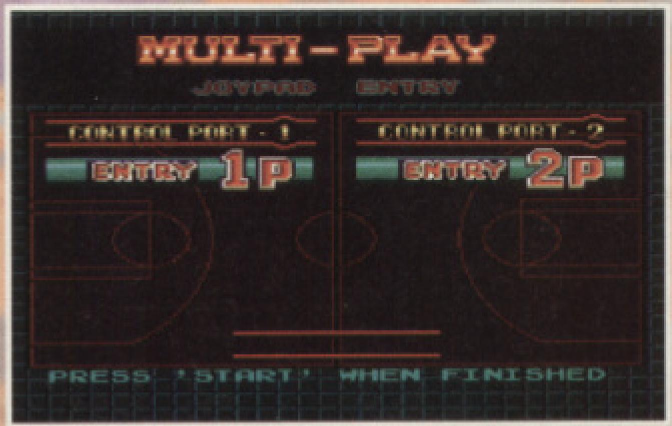
- **A** JUMP/SHOOT
- **B** PASS/CHANGE PLAYER
- **C** STEAL
- **S** PAUSE

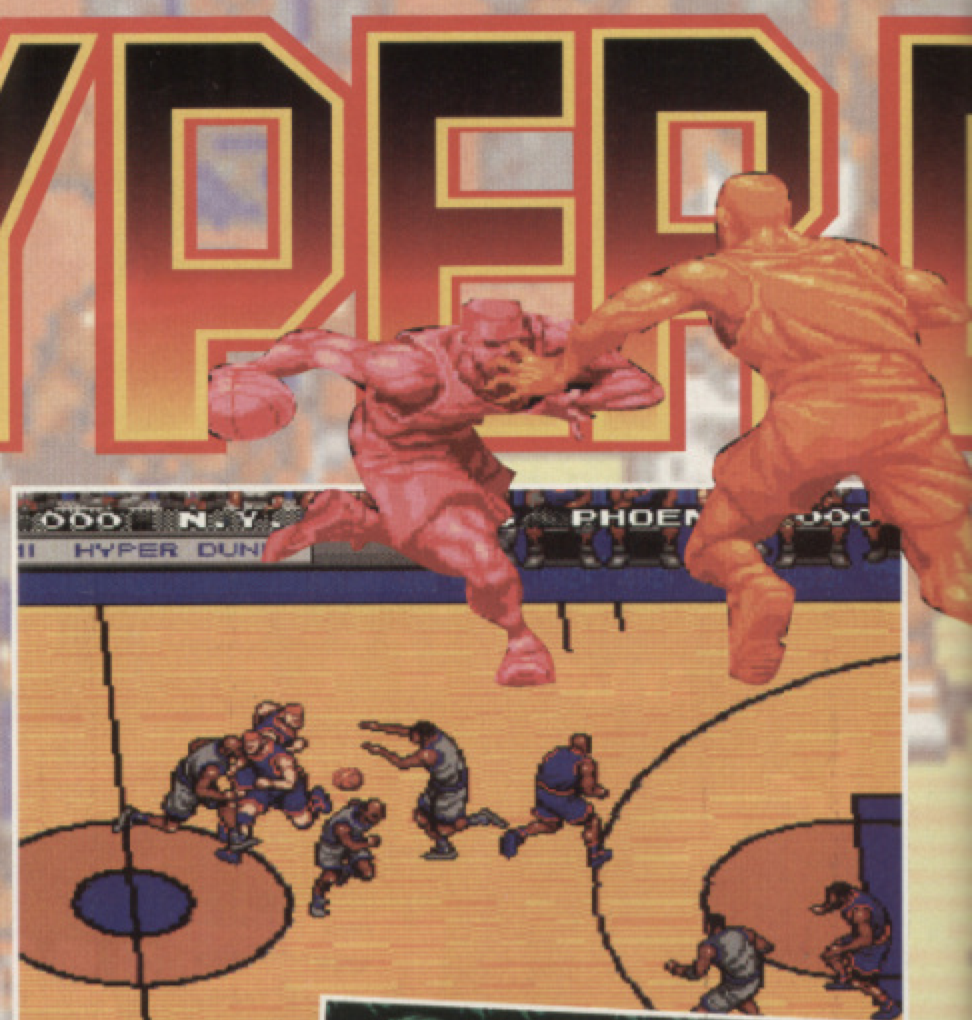
HOW TO PLAY

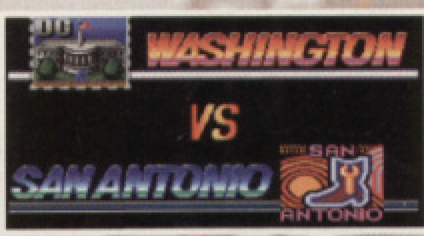
Place the ball through the other team's hoop, whilst avoiding the same happening to you.

When you cover no less than four basketball games in a single issue, you start to get in trouble with the review intros. We've covered the 'new-sensation-hitting-the-nation' and the 'yo-boy-slam-min'-in-the-house' approach. Now, the sensible question, why the sudden interest in basketball games?

There's the fashionable 'jam' type games with a couple of players and an old backyard; and the league type games with full rules and loads of official teams. Hyperdunk falls firmly into that category. So do the inventors of cute dwarf characters, Konami, have what it takes to create towering athletes?







▲ *See the names of famous cities up in lights — only in Hyperdunk.*

COMMENT



GUS

Quite why all these companies have rushed out basketball games is beyond me. And now that NBA Jam has already fitted the bill nicely, any other contenders are going to have to pull something really special out. Hyperdunk simply doesn't. It's quite jerky, confusing to watch and lacking in any real sophistication. The front-end of the game is commendable, especially the eight player option, but it's doubtful most people will have access to that kind of equipment. NBA Jam has four players at least, plus nicer graphics, plus better playability. I can't help but feel Konami have some other areas sewn up so well that they should leave sports games to others.

YOU MAY CONFER

You get gaggles of geese, herds of cows and conferences of basketball teams. In the NBA there are four, but Hyperdunk features just two — Western and Eastern. With eight teams in each, you can opt to enter the 'Playoffs', a knockout competition leading to a massive prize. A password option has been included, as this might be rather a long task





COMMENT



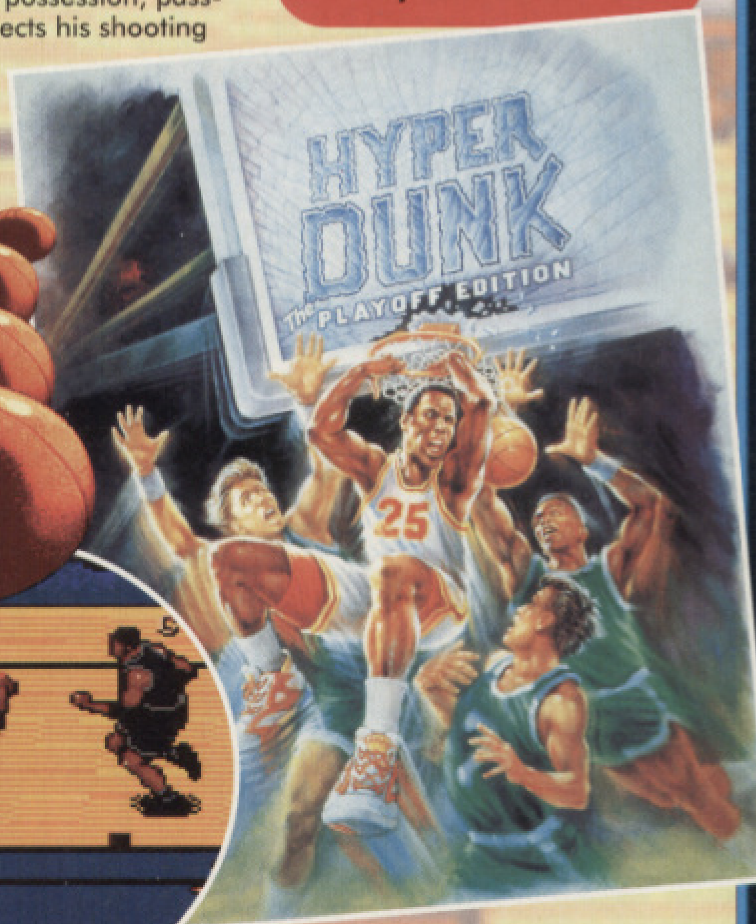
STEVE

Hmmm, well at least Hyperdunk's got a multi-player mode, I suppose. You see, after wowing us with Rocket Knight, Tiny Toons and Castlevania, I guess it was only a matter of time before Konami released a clunker — and this is it. Right from the start, Hyperdunk fails to impress. It's gaudy palette resembles that of a Master System game and the sprites flicker rather badly as they peg it around the court. In addition, the scrolling is similarly 8-bitesque and jerks around barely keeping the action flowing. Everyone's entitled to a bad game or two, so we'll have to let Konami off for this one — just don't buy it that's all.

GROUND CONTROL

Hyperdunk is meant to be an arcade-style game. In possession, passing is achieved with the B button, and the player selects his shooting style automatically. One feature is control when in the air. A successful basket depends on how you control the player after you've jumped. Hyper Dunk is also distinguished by allowing two four-player taps to be combined for an incredible eight player basketball jamboree. Get in the Quosh and cookies.







WHEREVER YOU ARE

Basketball might look like a disorganised melee, but it's played almost as a tactical science. Each of the five-man team is designated to act as defender, mid-court or as an attacker. Of course, the biggest players with the best aim stay near the top of the court. You can judge for yourself on the set-up screen, with a wide choice of players and all their stats.



LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■■□□□
	■□□□□
	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■■■■□
ACTION	■■□□□
REFLEXES	■■■□□
ORIGINALITY	□□□□□

PRESENTATION 72

▲Two conferences on offer, and the bonus of a multiple player option.
▼Presentation is not as polished or comprehensive as other Konami products.

GRAPHICS 69

▲Reasonably sized player sprites.
▼Poor choice of on-court colours, a sense of graphic clutter and unremarkable animation.

SOUND 73

▲ Speech and sound FX befitting a basketball court.
▼Opening music that grates quite badly.

PLAYABILITY 68

▲ The best fun is to be had with multiple human playersz.
▼Excitement is the missing element of Hyperdunk. The game lacks a feel of any kind.

LASTABILITY 60

▼Not really much to entice the casual player back. The gameplay is two-dimensional.

OVERALL 65

Hyperdunk is technically competent, but that's not really enough with some of the other sparkling basketball action available at the moment.



1-2 PLAYERS

PRICE	:£34.99
BY	ACCLAIM
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Beat three teams

ORIGIN

This is a small screen conversion of the Megadrive jaunt of the same name, based of course on that most popular of sports — basketball.

HOW TO CONTROL

The pad is used to leg it around the court, with the A button used to jump and throw the ball. In the mantime, that handy old B button proves rather effective for blocking and stealing.

1 Shoot hoops

2 Pass

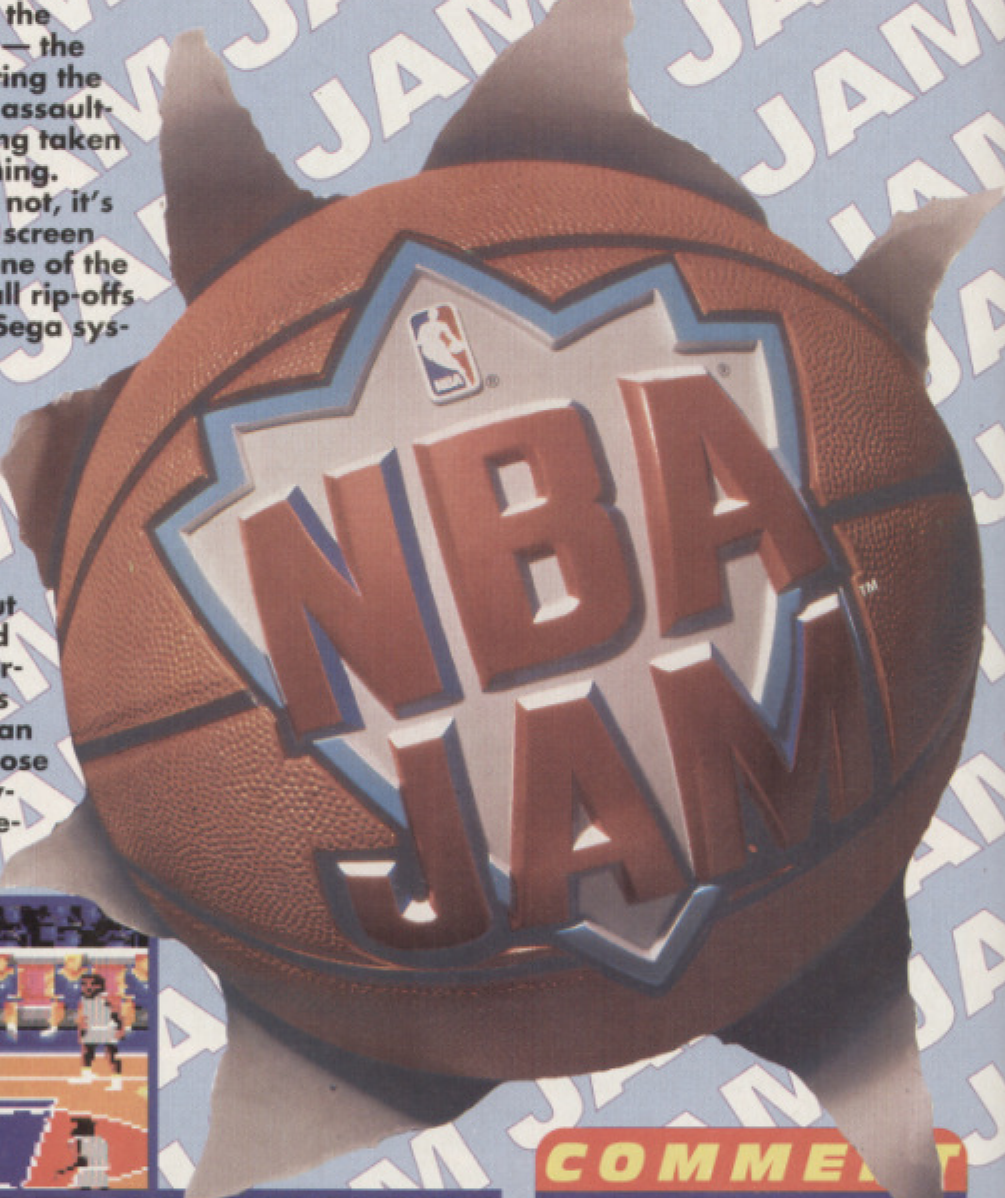
S PAUSE

HOW TO PLAY

Get them balls in them baskets. Pronto!

It's the craze that's hitting the nation — NBA Basketball — the American import that's setting the home of every Brit on fire, assaulting our TV screens and being taken into our hearts... or something. Well, whether we like it or not, it's here to stay and this small screen conversion of the sport is one of the first in a series of basketball rip-offs currently headed for your Sega systems.

The aim (naturally enough) is to get the ball in the basket, fending off the overtures from the opposition who are equally intent on a similar goal. To keep things fast and furious, Acclaim has cut out most of the players and settled for a two-on-two format and armed our players with a series of super-human special moves. So go for those dunks, take aim for the lay-ups go for big-scoring three-pointers.





▲ *Boom shaka laka in da rim shakin' baby!*





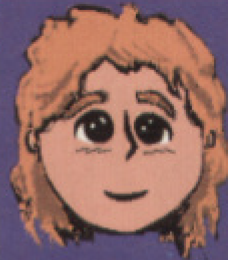
▲ *Slam that dunk toe-tappin' downtown jam boy!*

DEFENCE MECHANISM

As well as the shooting moves — dunks where your player leaps up and slams the ball in the basket; three-pointers which are scored from way back past the three-point line on the pitch and lay-ups which are scored after bouncing the ball against the back board — there are also a number of defensive moves like stealing the ball, block shots and pushing people over!



COMMENT



LUCY

The Megadrive version of this is pretty cool, particularly with four players. The two-player action wasn't bad either but the game was penalised for the one-player mode which quickly became dull. Unfortunately for Game Gear owners (most of whom won't have a Gear Link) this version, although nice looking, fast paced and really good fun for a while, has very little to offer after a relatively short time for one player. There are some nice touches like the Turbo charge, the vast range of available teams and moves and the coaching tips but all in all, that's just not enough to warrant the dosh.



DECISIONS, DECISIONS

Since most of the twiddly rules usually found in basketball have been dumped from NBA Jam for the sake of speed and simplicity, the game has lost a lot of its depth. However, to compensate for this, the team selection screen is an elaborate affair. The abilities of each member of each team are shown in bar form, each man being judged on passing and shooting ability, speed and so on. Watch out though cos one of your men might be a virtual super-human whereas his team mate might be a nine-stone weakling who cries when the ball comes near him.







▲ lip smackin' thirst quenchin' bottom burpin' Pepsi!

COMMENT

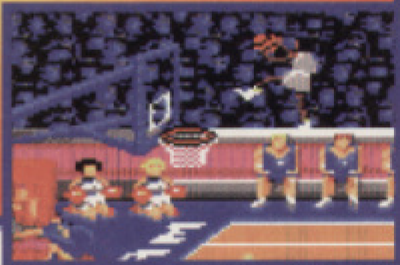


STEVE

Obviously, this little ol' handheld version is never going to compare with the glitz of the Megadrive game, but, even so, NBA Jam is a corking little sim. Most of the moves of the original are there – if a little hard to see at times – and the small player sprites are surprisingly well animated. What's more, it plays at a fair old lick, too, with the players legging it up and down the court like there's no tomorrow – and some of the shots they pull off are nothing short of incredible. If Game Gear NBA is open to criticism, though, it is in the sound and lasting appeal departments. The former is nothing short of dire with just a handful of farts and burps supposed to convey the arena atmosphere of the real thing. And in terms of lasting appeal, NBA is rather too shallow and, unless you have a mate with a second handheld to play with, you won't be playing this for longer than a week or two.

COME ON BABY LIGHT MY TURBO

Each player in the game has a Super Slamdunk which is produced with the aid of a little Turbo bar. Pressing the Turbo button increases the player's speed until this bar falls to zero. Once the Turbo button is released the expended energy begins to replenish itself. Pressing shoot while the Turbo is in use produces an almost unstoppable shot with a superhuman leap, way in the air. If the player scores three times on the trot he goes "on fire" which gives unlimited Turbo until his fire is put out.





▲ That is one high ball — work everybody!



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 94

▲Excellent! Masses of teams to choose from all with a mass of useful stats. The coaching tips are smart too.

GRAPHICS 91

▲Lovely big sprites, all with some pretty sound animation, and nicely drawn backgrounds.

SOUND 77

▼Nasty tinny tunes throughout and really naff sound effects.

PLAYABILITY 87

▲Easy to get into, fast-paced action and dream controls.

LASTABILITY 74

▲Twenty-seven different teams to plough through…
▼…But the action becomes repetitive all too quickly

OVERALL 76

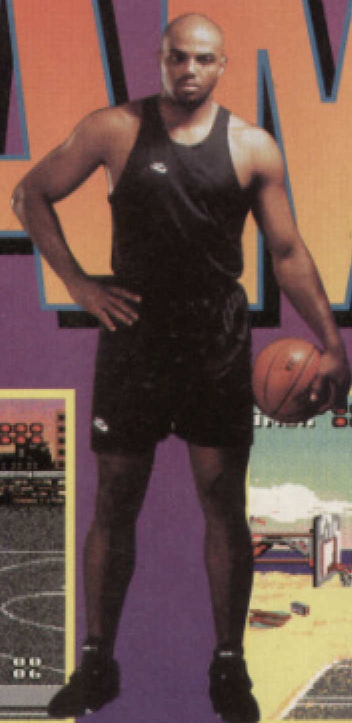
A fast-paced, good-looking and initially exciting game which is ultimately let down by shallow gameplay.

BARKLEY SHUT UP AND JAM

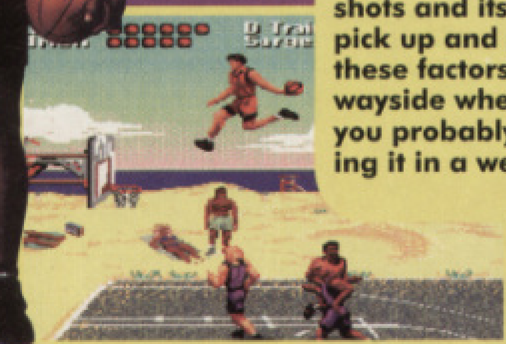
1-4 PLAYERS	PRICE: TBA
	BY: ACCOLADE
	RELEASE: MARCH

Accolade join the busy Basketball scene as they team up with 'Sir' Charles Barkley for a couple of games of two-on-two. Seven American street scenes house the courts, and you have sixteen rough'n'ready 'home-boys' from which to select a partner. Each player varies in their abilities, with some particularly accurate at scoring three-pointers but useless when it comes to withstanding a tackle.

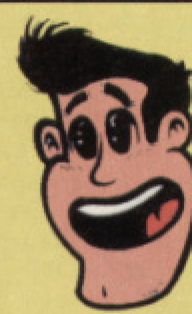
The main aim of the game is to make your way from the streets to take on 'Sir' Charles and his masterteam in a nearby arena. Thankfully, though, the referee is conspicuous by his absence so it's theoretically possible you could cheat your way to victory.







COMMENT



STEVE

As with NBA Jam, Shut Up And Jam's greatest fault is in its lasting appeal. There's no faulting the options the game offers – there are plenty of players to pick from and the courts are nice and varied – but at the end of the day legging it up and down a two-screen-wide court gets repetitive, no matter how many players you get to do it with. That said, while it lasts, Shut Up And Jam is fun: the players have a number of impressive shots and its very easy to pick up and play. However, these factors fall by the wayside when you consider you probably won't be playing it in a week or so.

NBA SHOWDOWN 94

1-4 PLAYERS	PRICE: £49.99
	BY: EA
	RELEASE: MARCH

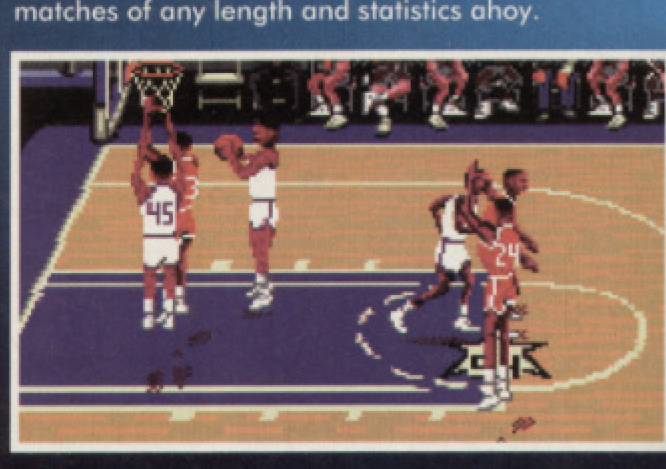
This review represents yet another recruit to the Megadrive's thriving basketball game community. The word 'cops in a doughnut shop' springs to mind when reviewing the amount of hoop-related choice on the shelves. In this case, EA put their best foot forward with what resembles a rehash of their previous successful games, Bulls vs Lakers and Team USA.

The approach is definitely serious, with a full team game, all the NBA star teams, with every single player tagged, listed and weighed — with all their previous police convictions thrown in for good measure, one shouldn't wonder.



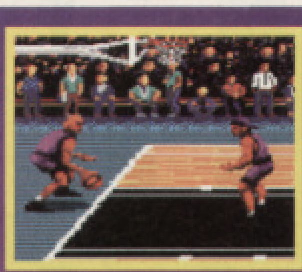
TAILOR MADE

In the tradition of all EA Sports, the game has a vast array of options, allowing you to customise the game to the nth degree. There's Playoffs, exhibition matches of any length and statistics ahoy.





▲ *Never let basketball get in the way of a good rumble.*



▲ *"I got you now, punk"*

GANG SHOW

When the game begins you are presented by an alarming group of youths standing in a line. It's okay, they don't want your car stereo or credit cards — they just want to play ball. Pick two meaty lads and then select the rundown inner city recreation ground of your choice. Hey presto — jammin' action!



COMMENT



GUS

Given the choice between the rather gloomy Hyperdunk and NBA Showdown '94 and this, I'd rather plump for Barclay. Okay, it's got the same holding power as daytime TV, but for those with a passing interest in the game, it's got more pace and more fun. I think you'd be nuts to by ANY of these games without at least one human opponent, which seriously extends the lasting interest. Barclay is a pretty commendable 'variation' on Acclaim's NBA Jam, and is Accolade's best game in ages.

AIR BALLET

The Barkley game has some slight resonances (just a bit!) with NBA Jam's Turbo Dunks. By holding the A and C button together, your shooting attempt is given a whole new level of class. Stick it in from a ten foot leap, do triple pirouettes and score.



PRESENTATION 83
Nice selection screens choice of courts.

GRAPHICS 80
The sprites are a little stiff-looking, but large.

SOUND 84
Digitised speech offers insults and info, but the music is annoying.

PLAYABILITY 80
A doddle to pick up, with a clever control system.

LASTABILITY 66
Poor. It's unlikely you'll bother reaching Charles' master-team.

OVERALL 74
Polished until it sparkles and playable, Shut Up And Jam lacks just lasting appeal.

FOUL MINDS

Sport illegalities seem to obsess the makers of 'Showdown. Every available transgression of the game, like charging, defensive fouls, travelling and time violations is included.



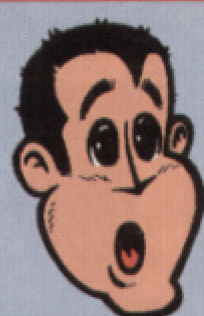
COMMENT



STEVE

In a month where we've been inundated with basketball games, it strikes me that games which opt for a more 'arcadey' slant suffer from a lack of lasting appeal, whilst simulations which try to be as accurate as possible are as dull as dull can be – and EA's latest is the perfect example. Whilst it may indeed be extremely realistic and comprehensive, it sorely loses out in the playability department. If NBA Jam is the Harlem Globetrotters of basketball games, this is the Anthill Mob...

COMMENT



GUS

Life's a bitch, right? EA produce workable basketball games for years when no-one else gives a monkey's, and then NBA Jam comes out and makes mincemeat of their new contender. The problem is that EA have failed to keep up with the times or the mood. NBA Showdown is just too heavy on game rules and not so good on gameplay. The game plays more slowly than Jam or Berkeley. Although there's more strategy with five on court, it just ain't as fun. Sorry guys, but this isn't a winner.



PRESENTATION 88
An incredible array of stats.

GRAPHICS 66
Simple graphics, with emaciated sprites and basic animation.

SOUND 68
Good overall, with plenty of FX.

PLAYABILITY 63
Involved gameplay, but at the cost of excitement.

LASTABILITY 69
A formidable challenge. Perhaps too formidable...

OVERALL 66
Too much, too late. A basketball sim which disappears up its own inner tube.





PRICE	£29.99
BY	SEGA
RELEASE	APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: 1
RESPONSIVENESS:GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

REACH LEVEL FIVE

ORIGIN

Based on the all-time Disney classic and the theme for hundreds of much-loved pantos.

HOW TO CONTROL

You push your D-Pad up, your D-pad down, right, left, left right and shake it all about...

1 Throw/Slide

2 Jump/ Tiptoe

HOW TO PLAY

Guide our hero across a series of scrolling worlds, solving puzzles, killing baddies and generally being a bit of a good guy.

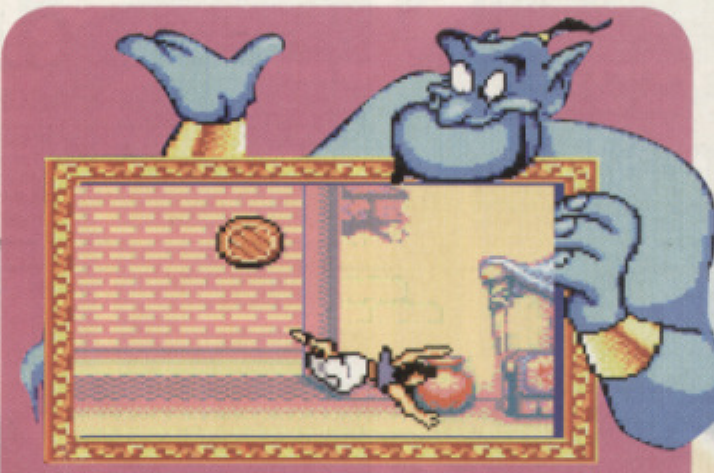


Faint heart never won fair lady... so all you hero wannabees with pace-makers get out of the queue. Fortunately there's nothing faint-hearted about our Aladdin although anybody who says they don't get flutters in the chest region when they watch a whopping great Genie emerge from an itsy bitsy lamp has either got to be a liar or an imbecile.

Judging by laddie-boy's response to aforementioned scenario in this game (ie an inspired 'what's your name?'), the latter seems more probable but nobody ever said a hero has to be a candidate for Mastermind. In fact, if you think about it, most heroes have got to be pretty dumb what intelligent person would go charging willy-nilly down to fight something like a dragon singlehandedly, just to rescue some dumb maiden? I'd say 'sod 'er, there's plenty more fish in the sea!' Fortunately, Aladdin has guts which allow him, in this game, to try to rescue the luverley Princess and grab the lamp back off the evil Jafar who conned him into nabbing it from a sacred cavern, via a magic carpet and stacks of pretty platform levels.

WOOLLY JUMPER

Much of this Master System version is spent leaping over obstacles and holes in the ground or avoiding falling ornaments during the fast-scrolling levels. However, there's also a certain amount of puzzle solving, battering baddies with rocks and a number of pretty animated sequences in between. Here's a run down of some of the perils you'll encounter:



THE MARKET

After half-inching a loaf of bread in the market, Aladdin runs, runs like the wind away from the angry trader who's hot on m'laddie's heels as he races through the market, avoiding rolling barrels, falling urns and holes in the ground.



▲ *"Quick, nick all his fruit whilst he's busy doing the Highland Fling."*





CAVERNS OF GLOOM

As can be expected, the journey to the treasure room ain't easy. Bats go for the jugular, spikes pop up in the strangest places, boulders fall from the skies, and fountains shoot from nowhere. Additionally, keys are needed to open doors and tight gaps must be slid under with a rather nifty special move.







COMMENT

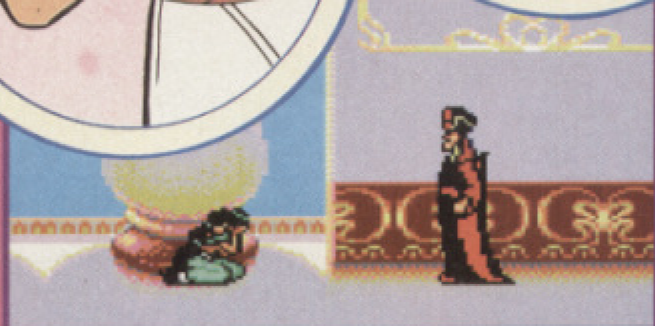


LUCY

Aladdin is undeniably a pretty game to behold — especially for the Master System. The between-level sequences are excellent and really make you feel like you're experiencing the story rather than just playing a game. The graphics are spot on and unlike the Megadrive version, there's a bit of variety in the fast-moving gameplay to keep you interested (the magic carpet section is particularly fun). However, like so many games before it, Aladdin suffers from being too easy — only one skill level which, with the passwords, will have most people racing through the game in less than a day and that ain't worth £30 of anybody's money. When will these programmers learn, eh?

PRINCESS OF FLEES

After thoughtlessly giving an apple from a nearby market stand to a kid, the Princess is accused of theft and is only saved when Aladdin chucks his monkey in the face of the angry trader. Al 'n' Princess leg it...

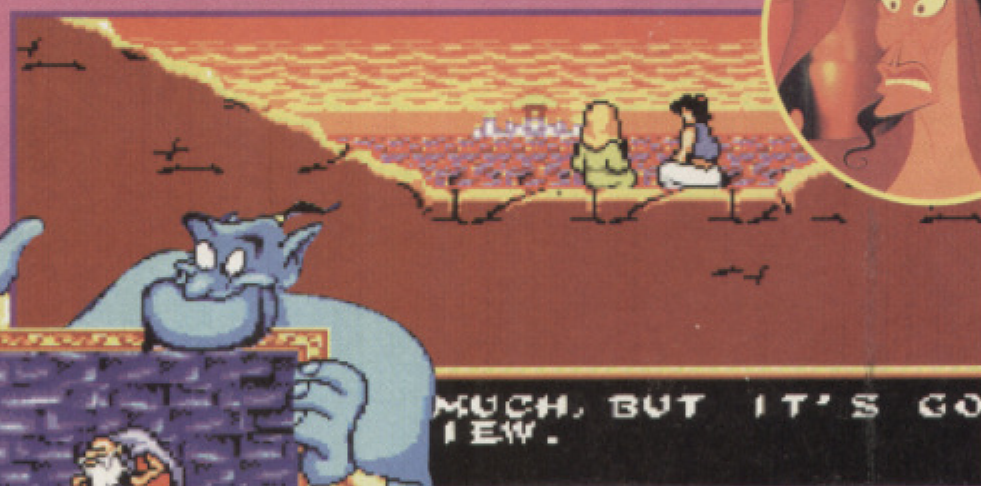


The Princess has a bit of a weep when the evil Jafar tells her that he's lopped Aladdin's head off. The lying git!



Ooh, Aladdin, what have you been doing to the Princess to deserve this sort of palava, you naughty boy?!





Aladdin and his Princess have a bit of a pukey smooch as the admire they view of the city.



An old man promises Aladdin release from his prison and persuades him to fetch a magical lamp from the treasure trove. But is this lowly old prisoner all he seems? Is he 'eck as like!





THE TREASURE TROVE

On discovering the treasure room, directed by a magic carpet, Aladdin wades through the treasure. But if he touches ANYTHING except the lamp, he immediately snuffs it.



CARPET FLYING

Now we come to the fast-paced novelty bit where Aladdin steers his magic carpet through a fiery cavern, avoiding any obstacles thrown his way.











Jafar snatches the lamp and tries to chuck Al off the cliff, fortunately the magic carpet saves him and his monkey nicks the lamp back which is duly rubbed to produce the Genie!

COMMENT



GUS

When the Megadrive version of Aladdin was released, its most impressive feature was the fabulous graphics. Surprisingly, the Master System version shares that same visual scruminess. The sprites, backgrounds and animation are all of an exceptional quality, that really captures the movie's atmosphere. I'm not so sure about the game. Instead of one gamestyle, Aladdin comes in little separate bits — running sections, platform sections, adventure sections. The plus side is variety for the player, but the downside is that each section is pretty basic and not that exciting in itself. It's also too easy, which is convenient for reviewers, but not much fun when you've shelled out thirty greenbacks for it.

PALACE MAYHEM

Aladdin is whisked to the palace where he chucks rocks at guards and collects keys which open doors and should eventually lead him to the Princess. But will it be as easy as it sounds...?



Aladdin is transformed into a Prince to help him get a better crack at the Princess. Not that she's fickle about her fellers.

PRESENTATION 89

▲Gorgeous between-level animated sequences and a slick feel to the whole game
▼No choice of skill levels. Bah!

GRAPHICS 90

▲ Big, bright and colourful sprites and smart backgrounds — topping stuff.

SOUND 81

▲Cheerful and appropriate ditties tinker on throughout. The sound effects are adequate.

PLAYABILITY 84

▲Good controls and easy to get into. Quite fun in places.
▼There's nothing new here at all.

LASTABILITY 60

▼Simple gameplay, a lack of different skill levels and a password system will have you sailing through this in no time.

OVERALL 74

A really nice little platformer completely marred by being much, much too easy.

1 PLAYERS	PRICE £39.99
	BY US GOLD
	RELEASE OUT NOW



PRESENTATION	58	Adequate, but beguilingly so.
GRAPHICS	18	Terrible scrolling, terrible colours, terrible sprites.
SOUND	32	A collection of rubbish FX.
PLAYABILITY	12	A ghastly experience unrelated to pleasure.
LASTABILITY	10	You may spend years in therapy recovering.
OVERALL	11	The poorest release of '94 so far.

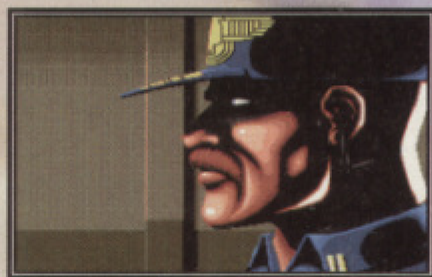
GUNSHIP

At MEAN MACHINES SEGA we review games because we like them. Sometimes we review games because we don't like them. And on a few occasions we review games because they give us a giggle. Call us heartless, call us cruel, but some things deserve a kicking with size 11 hobnails.

On another completely unrelated topic, Gunship is now out on Megadrive. It promises fast combat action, with impressive 3-D sections and taxing horizontal scrolling shoot 'em ups. Is this the dream simulation for Apache helicopter fans? Hmmm, I think we should boot up that cart and have a look...

CHUNDER BLADE

You sweep; you swoop. In the 3-D section targets appear as blocky smudges on the horizon, but quickly swell to become... blocky helicopters in the fore-ground. Use missiles to destroy as many as you bally well can.









BLUNDER FORCE

You dip; you dive. When the target is reached the screen changes to a side-scrolling shoot 'em up extravaganza. As in the Thunderforce games, the object is to race across the landscape looking for the key target to that mission.





COMMENT



GUS

Pure tripe. Gunship is surely the most unfortunate flying debacle since the Hindenburg or Sega's Afterburner III. In fact, a berth on the Hindenburg would be more fun than a flight in this Gunship. The graphics are appalling, but particularly the 3-D section. It looks as if a day's work has gone into it. Work out for yourself how much gameplay there is in a low-flying that doesn't have any sense of movement. There is nothing redeeming here at all, hence the low mark.

COMMENT



STEVE

Gunship. Didn't that used to be a rather smart Microprose Apache helicopter sim for the floppy-based machines? I thought so. What then, is this piece of complete cack doing masquerading as Microprose's classic? True, US G have tried to remain faithful to the original with a 3D section, but it's so awfully done that it's barely worth mentioning. As for the horizontally-scrolling bit! A horrible piece of software — and one destined for complete obscurity

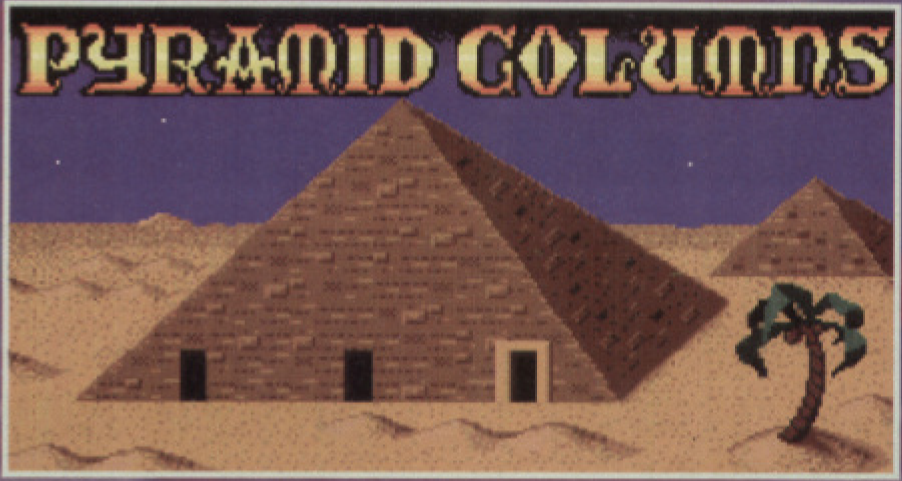
SHOW ME THE WAY TO GO HOME

Before you start the mission, you choose the exciting path through the enemy installations, culminating in the flag. The only limit on your activities is fuel — so put in lots of refuelling stops. It's a real pity the shop where you got the game isn't on the target list...





1-5 PLAYERS	PRICE: IMPORT
	BY: VIC TOKAI
	RELEASE: OUT NOW



COLUMNS III

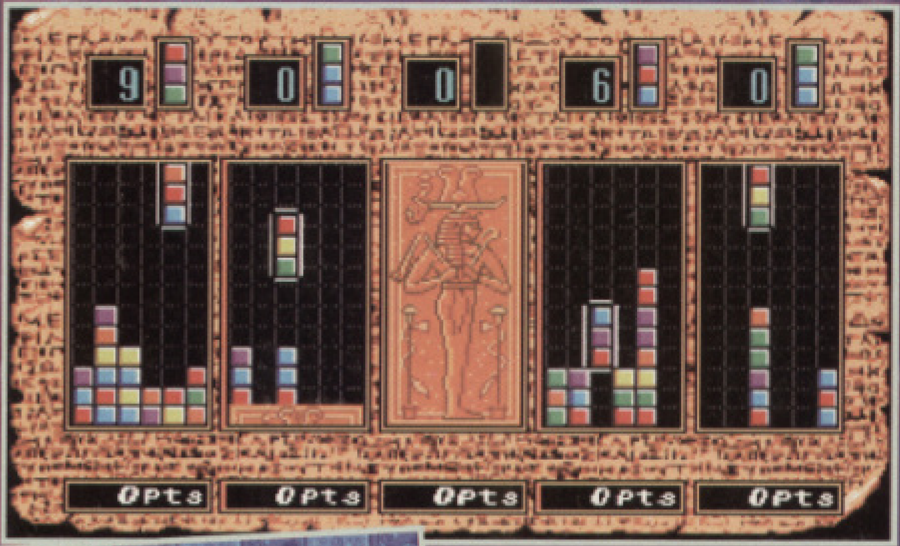
Sticks and stones may break your bones, but blocks can send you loopy! Roll up, roll up, block freaks for the all new Columns puzzlerama — buy this game and you'll never want for a block again! Big blocks, small blocks, multi-coloured blocks, flashing blocks and blocks with bells — you want it, Columns III has got it.

Yes folks, Columns is back in the third adventure — bigger, better and more frenetic than ever (although what happened to Columns II remains a mystery). The concept's the same as the original classic: bring down those blocks in colour coordinated columns and make them disappear faster than your opponent can. This new version, though, has quite a few more entertaining twists than the original which intensifies the fun ten-fold.

WHOPPING COLUMNS

The main improvement in Columns III is that FIVE players can join in! This makes for utterly frenetic fun as you try to get rid of your own blocks while at the same time building up those of the other four players. In one-player mode, you journey through a pyramid on a quest for loadsa wonga taking on increasingly hard opponents such as spiders, mummies and scorpions who are all out to foil your cunning plan.





COMMENT



STEVE

I didn't mind Columns, but my true affections went to Doctor Robotnik's Mean Bean Machine (AKA Puyo Puyo). It somehow seemed to play a little better than Columns, and offered more of a challenge. Now with Columns III arriving, and leap-frogging Columns II in the process, it offers a host of new features and touches. However, despite these, it still doesn't have what it takes to depose those cutesy jellybeans from the top of my puzzle pile. The five-player mode is the nicest addition and the action is a little harder than that of the first game — but I still reckon ol' Robotnik reigns supreme.





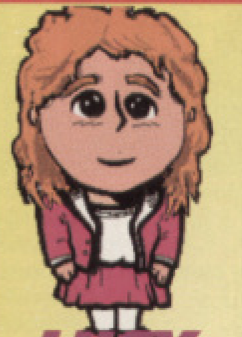
DEVIOUS DEVICES

There are masses of different ploys to help you reach your goal, mostly achieved by doing something dastardly to your opponent. When one of the coloured blocks starts flashing, line it up with two of the same colour and immediately your opponent gets into difficulties as his screen turns upside down, his blocks go black and white, or he loses control completely.

Additionally, a double-headed arrow shape allows you to remove all blocks of one colour or get rid of the wall built up by your opponent's success.

PRESENTATION	**89**	Lots of options and quirky features AND five-player option. Wow!
GRAPHICS	**88**	Nice blocks and er... that's it.
SOUND	**80**	Crap music but some good solid block noises.
PLAYABILITY	**93**	Easy to get into and a joy to play.
LASTABILITY	**86**	Almost limitless fun for two or more players.
OVERALL	**85**	Still a classic game but not quite as advanced as it could have been.

COMMENT



LUCY

When it was first released, if I could have married Columns and had its children I would have done — it's one of my fave games of all time! But that was three years ago and although it still remains a bit of a classic I would have expected a lot more of this sequel — coming, as it does, three years after the original. Okay, so you've got the five-player option which is a scream, and lots of little extras giving you more ingenious ways of beating your opponent but there's nothing really to warrant buying this if you have the original. It's still a stonkingly good game,

MEGA SHOP GUIDE

BOURNEMOUTH

BEDFORD

DERBYSHIRE

BIRMINGHAM

KENT

MEGA SHOP GUIDE

ADVERTISERS INDEX

MEGAMART

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into!
Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

FOR SALE

SEGA GAME GEAR, plus TV Tuner, mains adaptor, battery pack, car adaptor, super wide gear, 9 games, including Sonic 1&2, Castle Illusion, Lucky Dime, (Donald Duck), Outrun, etc, all in mint condition, bargain price £160 ovno. Tel. Michelle on (0525) 713920, after 5pm.
MEGA CD and Megadrive, 24 games including Ecco, Jungle Strike, PGA Golf, worth over £1,000 only £525. Tel. Phil on (0836) 531552.
UK MEGA CD 1, vgc, boxed + 8 games, £180 or reasonable offers, UK Sewer Shark, Slipheed, £27. Tel. (0522) 702801.
MEGADRIVE and Game Boy games for sale/swap, perfect condition, all got over 80%, boxed with instructions. Tel. 021-354 7348.
HAUNTING BY EA for sale for £30 (unused), if interested phone Alex on (0722) 324822, after 7pm.
SNES GAMES for sale! US Street Fighter II £30, US King of the Monsters £20, US Sim City £20, US Smash TV £20, all boxed with full instructions, UK Super Mario World £20 (unboxed), US adaptor £10. Tel. (0394) 384876.
SEGA MEGADRIVE for sale with 13 top games including: FIFA Soccer, F1, Bulls v. Blazers and Mega-lo-Mania, also includes a joypad and arcade powerstick, will sell for £180 ono. Tel. Reg on (0245) 382110, after 4pm, weekdays.
STREET SMART (Beat-'em-up), boxed but no manual £12, also PC Engine games for sale. Tel. Wayne on (0443) 431995.
FOR SALE a Lynx II, Game Gear, Game Boy, Supervision, lots of games, accessories, also for Megadrive, Amiga, very cheap. Tel. Matt on 051-343 9360.
SEGA MEGADRIVE (Pal) with 2 pads and 18 of the best games, including: Ecco the Dolphin, Streets of Rage 2, Sonic 2 and Landstalker, everything is in brand new condition due to very little use. Tel. (0753) 892441, £190.
HEY! I've got 10 excellent SNES games for sale £45 each, amazing game. Tel Matt on (0939) 260126). Must be near Shropshire.
I AM MAD! Megadrive with 10 games, all over 90%, including Sonic 1&2, Road Rash 2, Streets of Rage 2, 2 turbo joypads, 8 months old, worth over £550, sell for £235. Tel. Arash on 071-266 2088, after 4pm.
SEGA MEGADRIVE disk drive for sale, boxed as new, £225 ono. Tel. (0787) 313669, evenings.
GAME GEAR games for sale or to swap, any offers accepted. Tel. Ian on (0762) 336576.
MASTER SYSTEM II, 2 joypads, 5 good games £90 ono. Tel. (0463) 242143.
ARCADE control stick with Eswat game Master System convertor with 2 games £75 ono. Tel. (0463) 242143.
SEGA MEGA CD with 10 games including: Thunderhawk, Batman Returns and Silpheed, vgc £230 ono, also Megadrive with 2 games including: Streetfighter II and 2 6-button control pads, vgc £100 ono both for £310. Tel. Tom on (0425) 612119.
GAME GEAR for sale, 7 games including Alien 3, battery pack, ac adaptor £110 ono. Tel. (0253) 855198, after 7pm.
MS with 1 joypad and 4 games inlcuding Shinobi, good condition £70 ono. Tel. (0432) 890242, evenings.
MEGA CD, all boxed with games plus extra games, including Night Trap, Final Fight, Jaguar XJ220, the lot for £190. Tel. (0920) 466389.
GAME GEAR, 7 games: Mortal Kombat, Lemmings, Tazmania, Defenders of Oasis, Leaderboard, Chessmaster, Halley Wars with adaptor, rechargeable battery pack, deluxe carry case, excellent condition, with packaging, cost £350, sell for £175. Tel. (0865) 883621 for more details, may split.
SEGA MEGA CD + Megadrive + 8 games, unwanted prizes worth £430, bargain ar £295 ono. Tel. (0272) 684323 (Room B121) or 081-767 7696 (messages).
I'M SELLING my collection of 100 magazines, MMS, Sega Mag, Edge, Sega Force, Sega Pro, Sega Power and Mega and lots more, free joypad and 3 videos all for £70, buyer collects, you know a deal, interested? Tel. Dave on 071-281 6740.
MEGADRIVE, Mega-CD, Super Nintendo and Streetfighter II, plus 13 games (less than 3 months old), plus 50 Sega and Nintendo magazines, all for £600. Tel. 021-382 7164 after 6pm. Ask for Winston, buyer must collect.
MEGADRIVE with 13 games, including: SF2, Landstalker, Flashback, Mega-lo-Mania, Mig 29, F22, Alien 3, Sonic 1, Lemmings and more, 3 joypads, 1 6-button, 2 3-button, RF lead, power pack, all boxed, wth instructions, all for £300, buyer collects. Tel. (08907) 71720.
MEGADRIVE, 1 joystick, 4 games: Sonic, Shinobi, Leynos, Golden Axe 1 £150. Tel. Richard on 081-657 1778.
GAME GEAR, excellent condition, 8 top games, including Sonic1&2, Master System converor with California games, carry case, cigarette adaptor, battery pack, wide gear, all boxed with instructions, cost over £400, sell for £249 ono. Tel. (0642) 724455 (N. Yorks area).
ENGLISH GAME GEAR, 5 top game including: Tazmania, Sonic 2 and Prince of Persia, all boxed plus instructions, 1 year old, brilliant condition, unscratched screen with mains adaptor, worth over £220, sell for £80 ono. Tel. Matthew on Cambs. (0223) 836920.
FOR SALE Electonic Gaming Monthly computer magazine in excellent condition, from No. 30 to 54, sell for £2 each or £45 for the lot, if interested, phone 071-240 2361, after 5pm only.
FOR SALE Neo Geo with 2 joysticks and 9 games (including the latest World Heroes 2, Samurai Showdown and Fatal Fury Special), cost over £1,800, if interested, phone 071-240 2361, after 5pm only.
FOR SALE Amiga 1500, ideal home or business computer, two 3½in. disk drives, printer, mouse, world processoer, 15 games, joystick, £500 ono. Tel. (0672) 512957.

SWAPS

MS GAME to swap, Action Fighter (no manual) for your Desert Strike. Please phone 041-942 6905, between 3.45-6.00pm, thanks.
WILL SWAP my Lemmings and John Madden's '92 for your Sensible Soccer or F1 Racing, brill condition, or sell both for £30. Tel. Mark on Luton (0582) 35916. PS almost brand new, for Megadrive.
WANT TO SWAP Mortal Kombat and Sonic Hedgehog 1, for Formula 1 and Street Fighter 2, or any others, thanks. Tel. (0473) 604414.
WILLL SWAP Amiga 500+ with over 100 games for a Megadrive and Mega-CD with games. Tel. (0424) 434889.
SWAP my Amstrad 1512PC with monitor, printer, mouse, word processor and other disk for Megadrive and games. Tel. (0672) 512957.

WANTED

MEGADRIVE GAME 'Might & Magic', willing to pay £30. Tel. Iain on (0224) 573677, after 6pm.

PEN PALS

TEN-YEAR-OLD girl wants pen friend. Please write to: Kimberly Morledge, 39 Amersham Rise, Aspley, Nottingham NH8 5QN.
TEN-YEAR-OLD boy wants Pen Pal of a similar age. Hobbies are: my Megadrive and football, likes most sports. Write to: Joe White, 2B White Oak drive, Finchfield, Wolverhampton WU3 9AH.
13-14-YEAR-OLD boy or girl. Please write to: Michael Jebb, 204 Bebington Road, Rock Ferry, Birkenhead, Wirral, Merseyside L42 4QE.
AM I THE only person left in the world who enjoys writing letters? Prove that I'm not by writing to the address below, enclosing a photo if possible. Age and sex do not matter. I will reply to all letters. Jan Pepper, 47 Downs Wood, Epsom Downs, Surrey KT18 5UJ.

MESSAGES

JOIN THE Sega Tips Club. Just send a SAE with 50p and the names of the games you want tips for to: Phillip McCreight, 95 Ardcarn Drive, Belfast BT5 7RT, N.I.

PLEASE REMEMBER THAT REPLYING TO PRIVATE ADVERTS IN MEGAMART IS AT YOUR OWN RISK. BE WARNED AND BE CAREFUL!

MEGAMART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Well, whatever you want, the MEAN MACHINES Megamart is the place for you.

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary),. £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:
MEAN MACHINES MEGAMART,
MEAN MACHINES, PRIORY COURT,
30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However, if you are interested in placing a lineage trade ad, please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

£1

£1

I WANT MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX)...

FOR SALE ☐ SWAP ☐ WANTED ☐

PEN PALS ☐ MISCELLANEOUS ☐ MESSAGES ☐

FILL IN THE TOP BOX FOR £1 (20 WORDS), OR FOR A LARGER MESSAGE, FILL IN BOTH BOXES FOR ONLY £2 (40 WORDS).
PLEASE NOTE: ONLY ONE WORD PER BOX, PHONE NUMBERS COUNT AS ONE WORD.
THEN FILL IN YOUR MESSAGE, USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME ______________________________

ADDRESS ______________________________

____

POSTCODE ______________________________

TEL NO: ______________________________

PREVIEWS

SUB TERRANIA



◀ *Kill the Nazi robots!*



▲ *Sometimes the decor resembles a tropical fishtank*



Shoot 'em ups on the Megadrive are few and far between of late — and decent ones even more so.Sega are now hoping to redress the balance with a neat little offering of its own which boldly goes where no shoot 'em up has gone before (allegedly). It's called Sub-Terrania and we got first dibs on it. Tee hee!

Hokey kokey, so what makes Sub-Terrania so different? Well it sure ain't the plot. Like trillions of games before it, the storyline runs along the lines of aliens attacking some God-forsaken mining site having developed a grudge against the human species in general. You, as a full-blown super-hero in your trusty experimental attack ship, have been chosen to launch the counter-attack, wipe out the aliens and save mankind. Phew, howzat for originality, eh?!

The 16 MEG cart has certainly been packed with lots to do, the most important of which initially being mastering the controls cos there's this little thing called gravity which, if left unchecked, has you drifting down onto unpleasantries and an untimely death on the surface. To combat this, you get a couple of high-powered thrusters which ignite to keep you airborne. Add to this a whole host of ground-based targets to blow up and masses of different missions to get through and you have what promises to be an extremely taxing game indeed.

Although from what we've seen so far, many of Sub-Terrania's graphics are fairly simplistic, on the gameplay front it looks like its going to be a bit of a scorcher. We'll fill you in with a full review in the very next issue of MEAN MACHINES SEGA!



PRETTY POWER-UPS

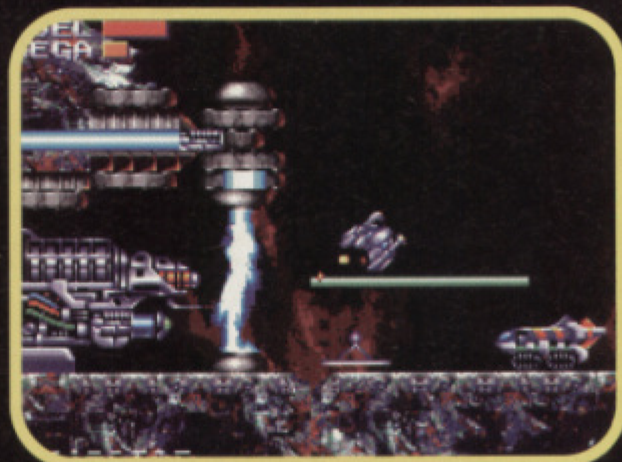
A shoot 'em up without power-ups would be like fire with no smoke, and Sub-Terrania is no slacker in this department. Dotted around the landscape are plenty of power-up weapons designed to make life a little bit easier, including guided missiles (which come in handy for destroying the enormous face-creature from hell located in level two), a shield revitaliser (essential to stop you disintegrating under the persistent attack of the enemy) and a fuel booster because if you run out of fuel mid-mission it's curtains for you, my son!



▲ The computer powered palmistry kit detects a VERY short life line.

THINK ABOUT IT

Although some of the missions are relatively simple rescue assignments (find the blokes stashed away in an obscure corner and return them to base), Sub-Terrania is in many ways a thinking man's shoot 'em up. This is illustrated as early as mission three which involves picking up several mirrors and positioning them correctly. Then you need to fire an enormous laser, which duly reflects off the mirrors and blasts its way through a massive wall – whilst you simultaneously fend off the numerous baddies moving in for the kill!

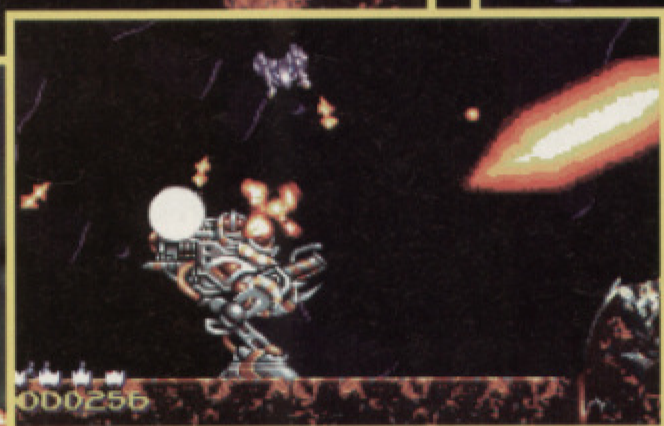








▲ Utterly horrific segmented boss creature exhibit A.



▲ Large laser firing bi-pedal boss no. 1.



▲ Three faces, laser breath, bad attitude; basically your average nightmae.



▲ Mirror, mirror, on the ground. I'm so glad that I have found (you).



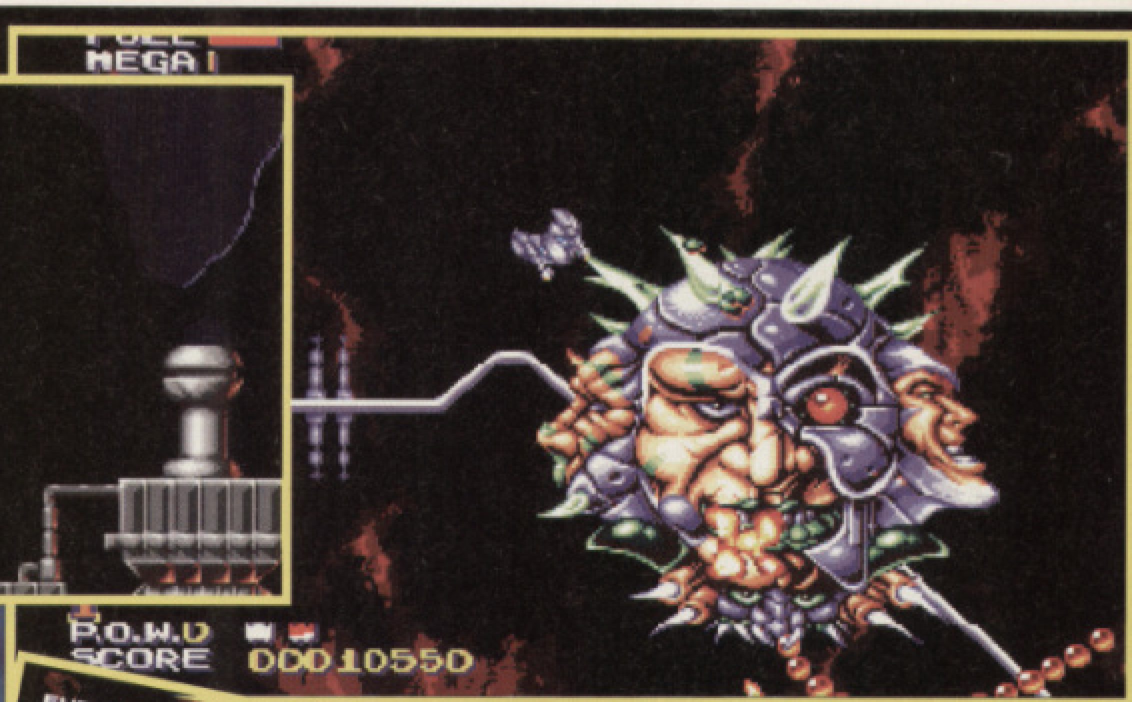


SUB-TERRANIAN ALL-SORTS

Having 16 MEGS to play around with has given Sub-Terrania programmers the chance to pack in loads of different features per level. For example, in level two you can save your fuel by making use of magnetic rails that run their course around the level. These suspend you in the air without the need for "thrusting", as it were. Later levels feature even more amazing backdrop aids/hazards — some caverns are even submerged in vast lakes — and the laws of gravity are adjusted accordingly should you dare venture into them.







ALL NEW?

Sub-Terrania is an update of a very old coin-op called Gravitar. Controlling a smal thruster ship, Gravitar basically dropped the player into a series of alien-infested caverns in search of a pod which had to be located and towed to the planet surface. The coin-op technology was almost identical to that of the old Asteroids machine, with vectors used to depict the triangular ship and the jagged tunnels within the planet. The last decent version of Gravitar appeared under the name of Thrust from budget label Firebird for the C64 a few years back, but Sub-Terrania has added a series of new ideas to the basic theme to bring it bang up to date.

▲ Some of you may notice the similarity between him and the boss ion the Sinistar coin-op.

▼ From the surface it all looks quiet, but down below...



▲ Your craft lands, while security watches out for shoplifters belwo.



▼ Lasers descend everywhere with beams of doom.



▼ Each mission is preceded by an intelligence 'Sat scan'.





▲ This spaceship spins like a maddy on the high score screen.



1 PLAYERS

RELEASE APRIL

BY SEGA

PRICE TBA

PERCENT COMPLETE

KICK OFF 3

Although FIFA reigns supreme in the Megadrive Football League, that hasn't stopped countless contenders vying for glory. Accolade came and went with Pele, Codemasters' International Soccer has fallen by the wayside, and the Ryan Giggs game is currently being tinkered with by the busy guys and gals at Acclaim. However, Imagineer, are set to enter both the Megadrive and Football scenes as they announce the third in line of what must surely be THE most famous football game to date: Kick Off!

Yup, Imagineer are currently putting the finishing touches to Kick Off III, which promises to take the basic playability of the Amiga original even further whilst completely ignoring the steaming great pile of cack that was Super Kick Off. Imagineer's game abandons the original's overhead viewpoint, and uses a side-on viewpoint with the players legging it around a pitch which spans roughly seven screens. Every aspect of the real thing has been coded into the game, so you can expect off-sides, backpass rules, and defensive walls to appear in all their pixelated glory.

Kick Off III has yet to be set a release date, but we at MEAN MACHINES SEGA are the first to see what could be one of the best Footy games of '94 and wanted to share it with you. We're good like that...



▲ ***Who knows the significance of the three light-green patches?***

THERE'S ONLY ONE KEVIN KEEGAN

During the course of the game's development, Imagineer were determined to make sure Kick Off III was as realistic as possible. To this end, they drafted Newcastle United's Manager, Kevin Keegan, to help them formulate a number of set-plays which can be put into practice during free kicks and corners. Keegan's knowledge of the sport worldwide, allowed him to offer a number of attacking ideas which the computer-controlled players will try to put into practice. Imagineer hope that, ultimately, this will ensure the players won't act as stupidly as those of past Footy games.





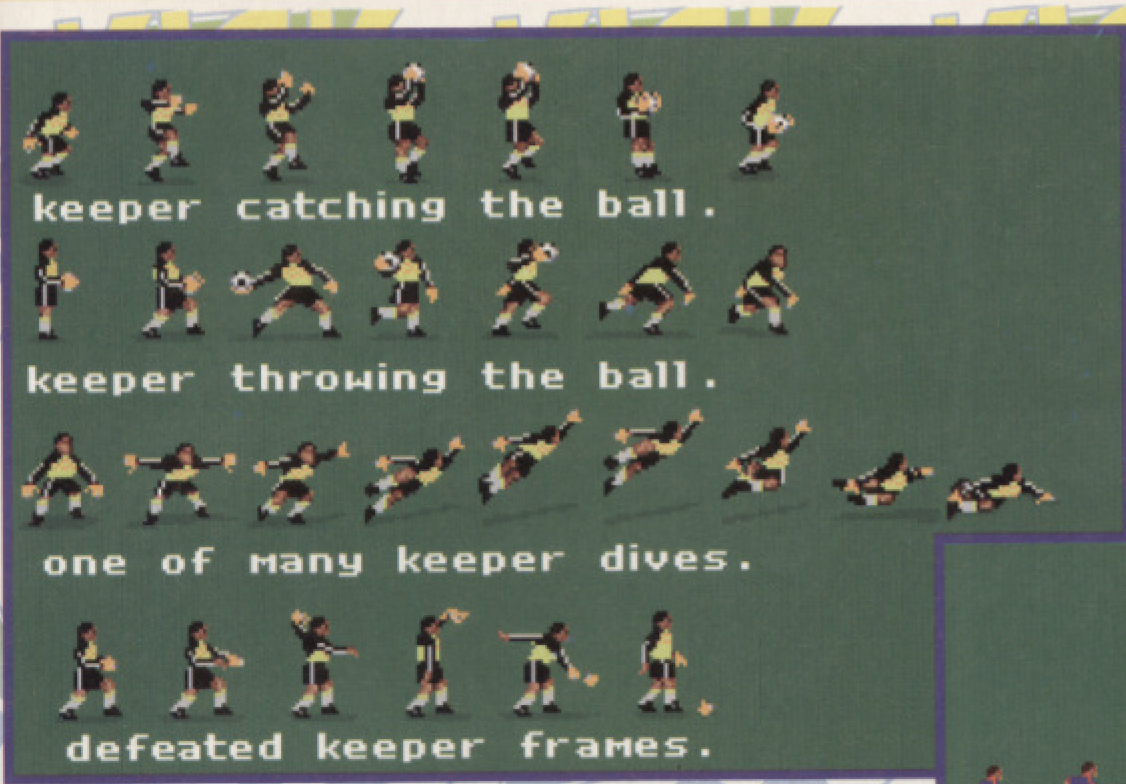


▲ ***Looks like a corner is about to be taken, if my eyes don't deceive me.***



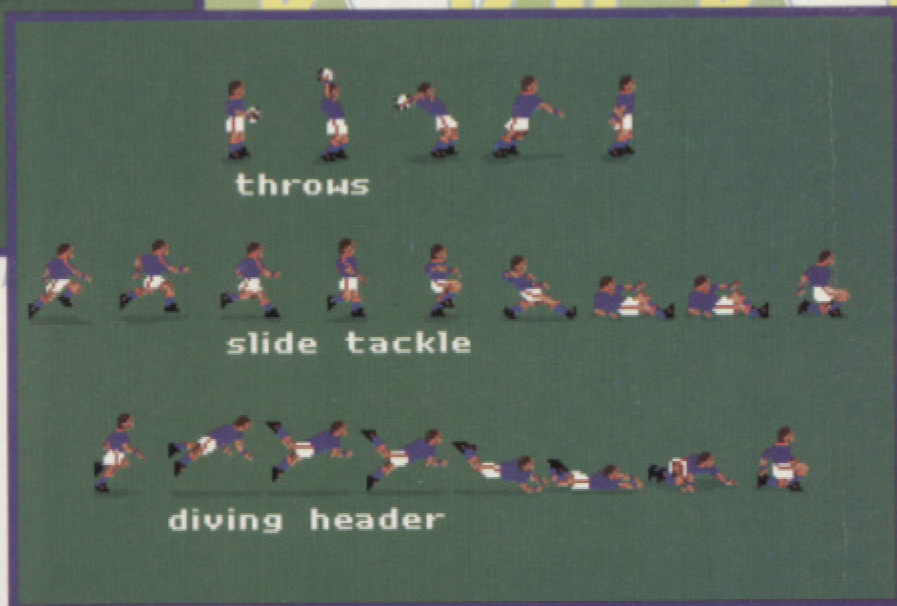
▶ ***Games action ahoy in this action packed screen shot***



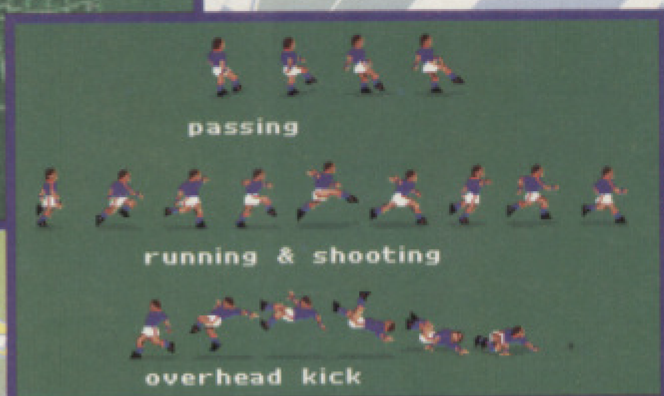


LOVELY MOVER

Kick Off III's players are kept moving by over 2000 frames of animation. Depending on the proximity of the ball and the height when the kick button is pressed, the assorted strikers and defenders can be made to effect diving headers, bicycle kicks, chips, flicks, and other such little Giggs-esque moves. In addition, the goalies are also slightly more intelligent than your average pixel-based 'keepers, and as well as the usual dives and kicks, they can tip the ball over the bar or simply get in its way to block a shot.







▲ *Stroboscopic sprite displays ahoy! Just look what these guys can do.*



▲ *This isn't pies and bovril, this is ballet, man.*

IT CAN DO THIS... AND THAT...

In terms of options, every aspect of Kick Off III can be tailored by the player. The match length can be anything between 2-45 minutes a side, you can select just how well the ball sticks to your player's feet, and there are 32 International sides on offer in a number of tournaments — the only way England will ever get to lift the World Cup this year! Kick Off III also features arcade and simulation modes, with the former acting as a general kick-about to let you familiarise yourselves with the controls, whilst the latter adds a full complement of rules.



DER MANAGEMENT

If your team are playing particularly badly, not only do you control their on-screen movements, but you can also boost their morale! Yessiree, simply by calling up the managerial menu by pausing the game, you can select one of a number of big boss options. These include the customary substitutions and tactic changes, and Imagineer have even gone so far as to add mood-boosting chats or the ability to shout at your slacking players!

1-4 PLAYERS	
RELEASE	TBA
BY	IMAGINER
PRICE	TBA

PERCENT COMPLETE

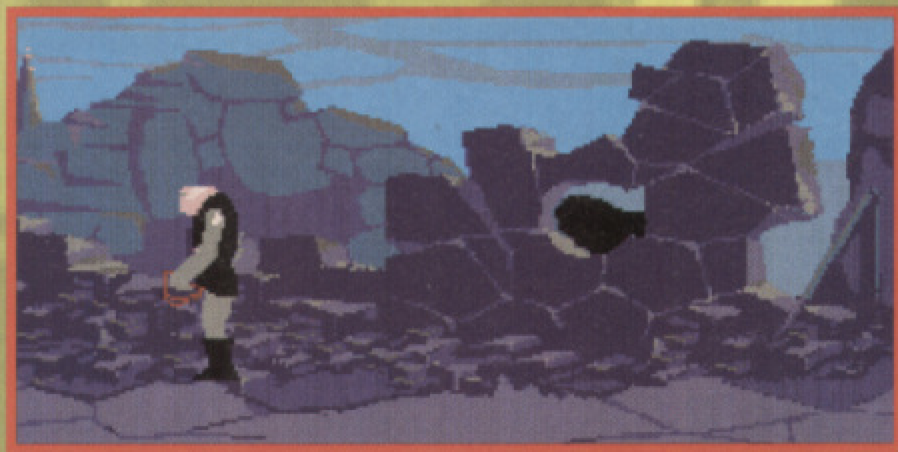
ANOTH

One of the worst parts of growing up was watching Dr. Who. No really, the programme was great, but the worst bit came at the end of the episode when some jelly tentacle has got hold of the Doctor's assistant and then the wibbly bit of music came and the titles started to roll.

TV types like to call it a Cliffhanger. It's meant to make you watch next week, but it was flippin' annoying considering 'Who adventures came in four parts. Gamesplayers may have felt similar feelings when witnessing the end of Another World on the Megadrive. After that big bird lifts off, where do they go? Does Buddy take him back? Does he have to click his ruby slippers together three times and say "there's no place like home" ?

To know the answer to this you'll have to invest in the CD version of Another World. Rather than just stick on a 'CD-quality' soundtrack, the lads have created a whole new instalment of the saga, chronicling the time after they land. Not only that, but the full original is included, making this effectively Another World I and II on a double bill.

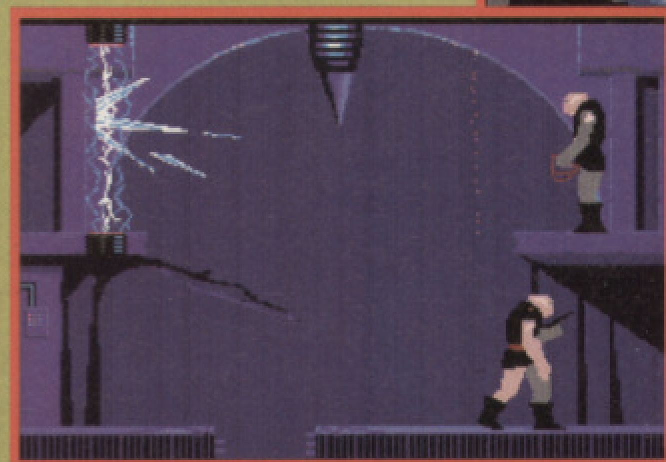
These pics show just how close to the look of the original the new version is, but Another World II is not without its innovations and surprises. Graphically, the same high standard of animation applies, along with some novel perspectives. So try to hang on for our full MEAN MACHINES review. Well, that's one cliffhanger problem solved. And, returning to that earlier matter, if you catch the UK GOLD satellite channel of a Sunday morn you can watch entire Dr Who adventures at a single sitting!







▲ *It's the monster from Antoher World II Prepare to flee!*

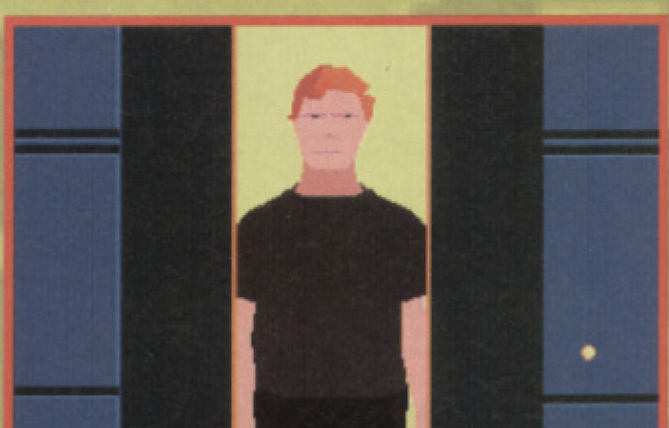




▲ *Notice those translucent wings. Cool*



▼ *Yet another world with stalactites of doom.*



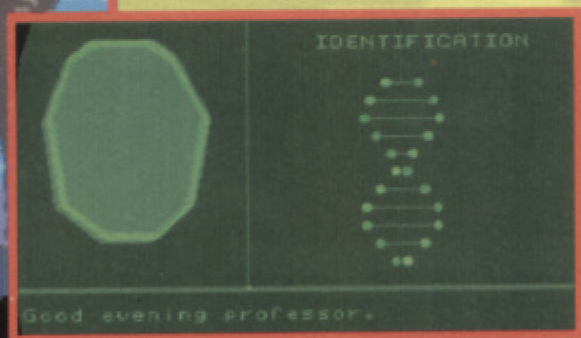
BUDDY, CAN YOU SPARE A DIME?

In the sequel, you play the part of Buddy, the gentle giant who Lester rescues in his first adventure. It seems the carrot-topped Nuclear Physicist popped his clogs on the way back to Buddy's home village. Ho hum. Dry away those tears because Buddy's more fun to play (he's got a gun AND a whip). Once again, his kin are just as unforgiving and chase him about the flip-screen environment.



ER WORLD II





▲ *Pzzt...whirr...click — extremely complex graphics bit commenced.*

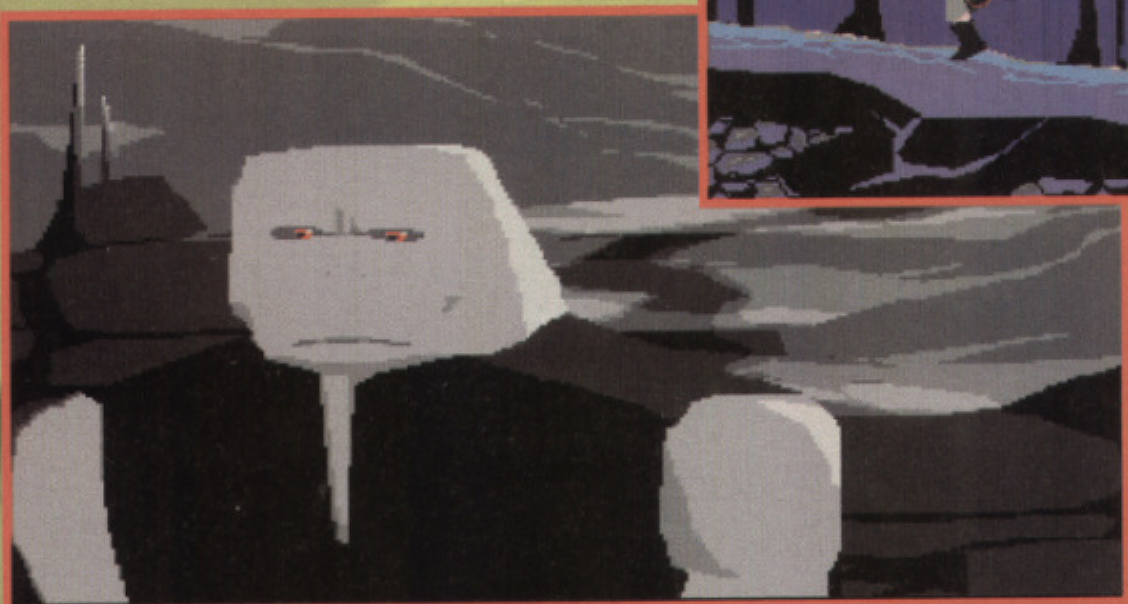






▲ *Alas poor Lester, I know him...well I only just met him.*

▼ *Cindy and Naomi don't really need to watch their backs...*





NEW PERSPECTIVE

The creators of Another World, Delphine Software, received accolades for interesting uses of perspectives throughout the game. The sequel goes even further, by using the 'depth' of the screen for pseudo-3D effects, like the screen pictured here, where the guard's laser beams appear to be coming out of the screen.

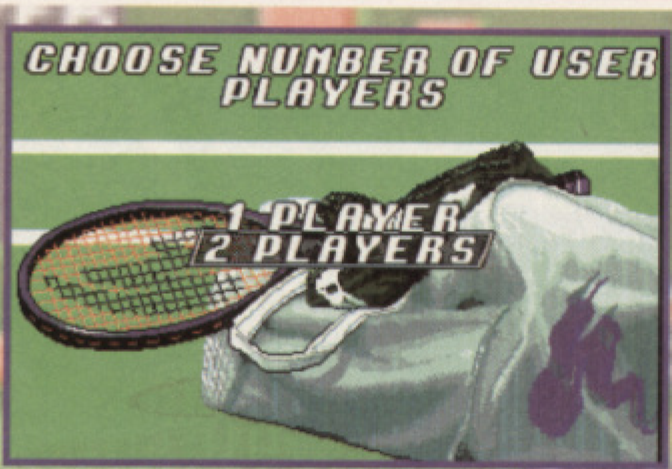


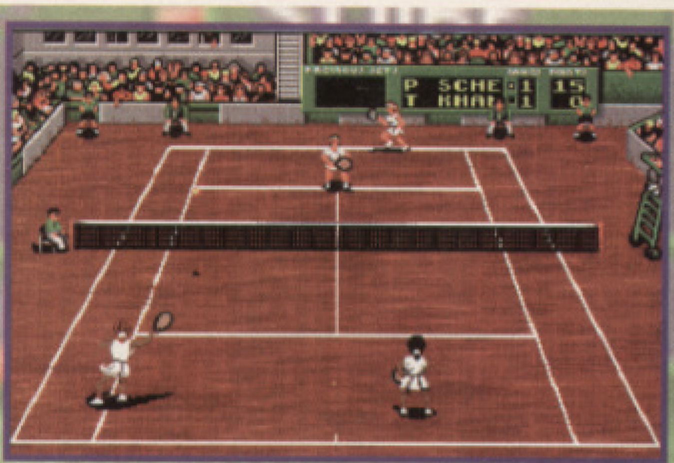
1 PLAYERS	
RELEASE	TAB
BY	VIRGIN
PRICE	TBA
PERCENT COMPLETE	

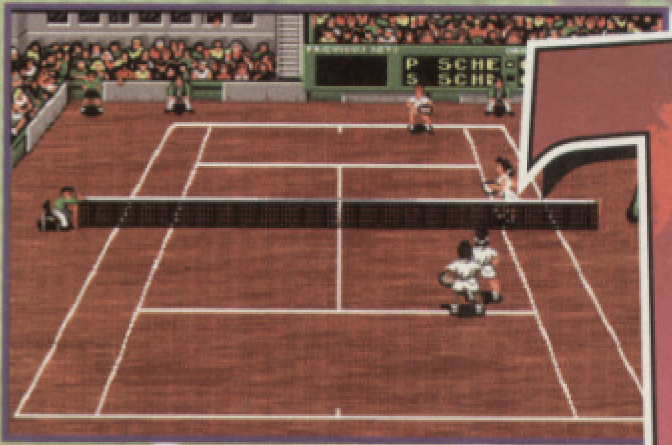
I know the policy with these flippin' preview intro thingies is to explain the point/ plot/ rules of the game in question but if you lot think I'm going to waste my time explaining the rules of tennis when it originated in the UK, you must be off your rockers. [Yes Steve, I know we haven't won anything at Wimbledon since Noah launched his Ark or thereabouts but even so... oh all right then...!] Tennis is a game whereby the aim is to bash the ball over the net without knocking it out and generally stuffing your opponent. This sport (coincidentally enough) is the subject of Tennis All-Stars a sparkly new Megadrive game from Codemasters. Only, as with most Codies stuff, this is tennis with a twist.

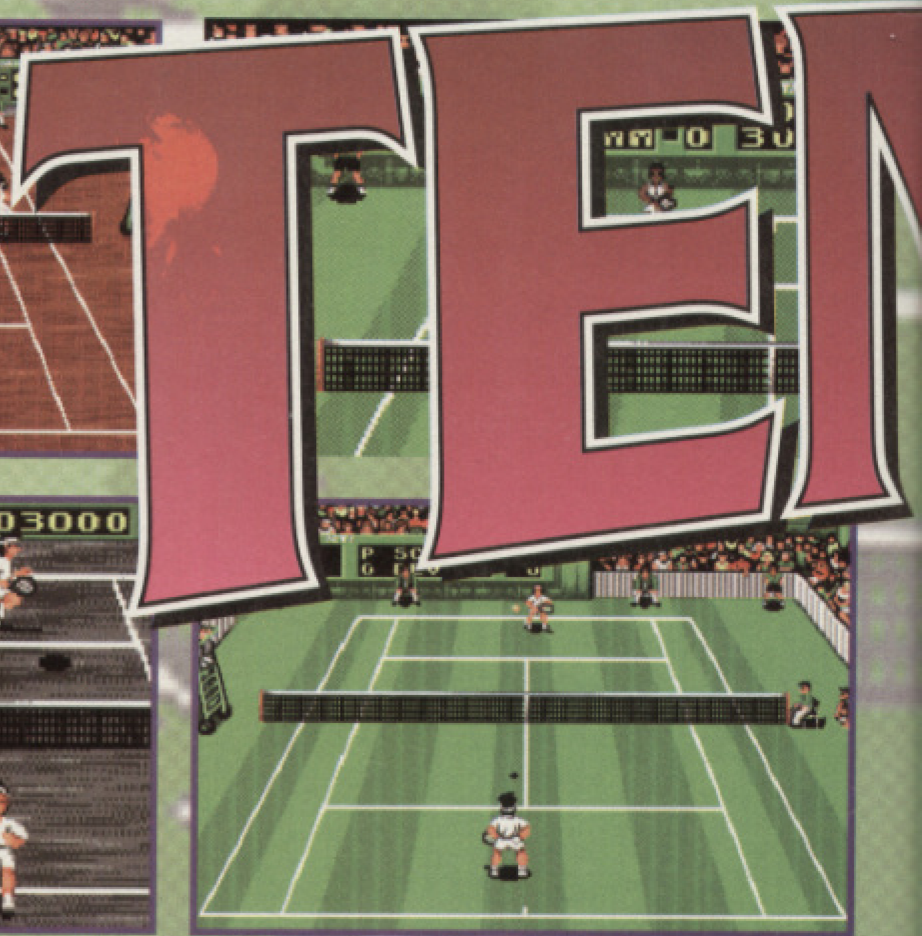
Okay, let's get one thing straight it's called Tennis All Stars but right now that's poppycock 'cos Codies haven't found a suitable licence to tag onto it at the moment. Whether they will or not is irrelevant really 'cos with or without a big star name it's always going to be the same game so don't get carried away with the hype!

From what we've seen so far, it's going to be a bit fab — packed with loadsa features including three types of tournament (Challenge, World Cup and Tournament modes), up to 62 international tournaments to conquer, male and female singles and doubles, trillions of different shots, a replay and freeze frame mode, asphalt, clay and grass courts and all the assorted shenanigans associated with tennis like net and line judges, cheering crowds and ball boys. Codies' may think they've got the lot have they heck as like: where's the blinkin' Robinson's Barley Water?





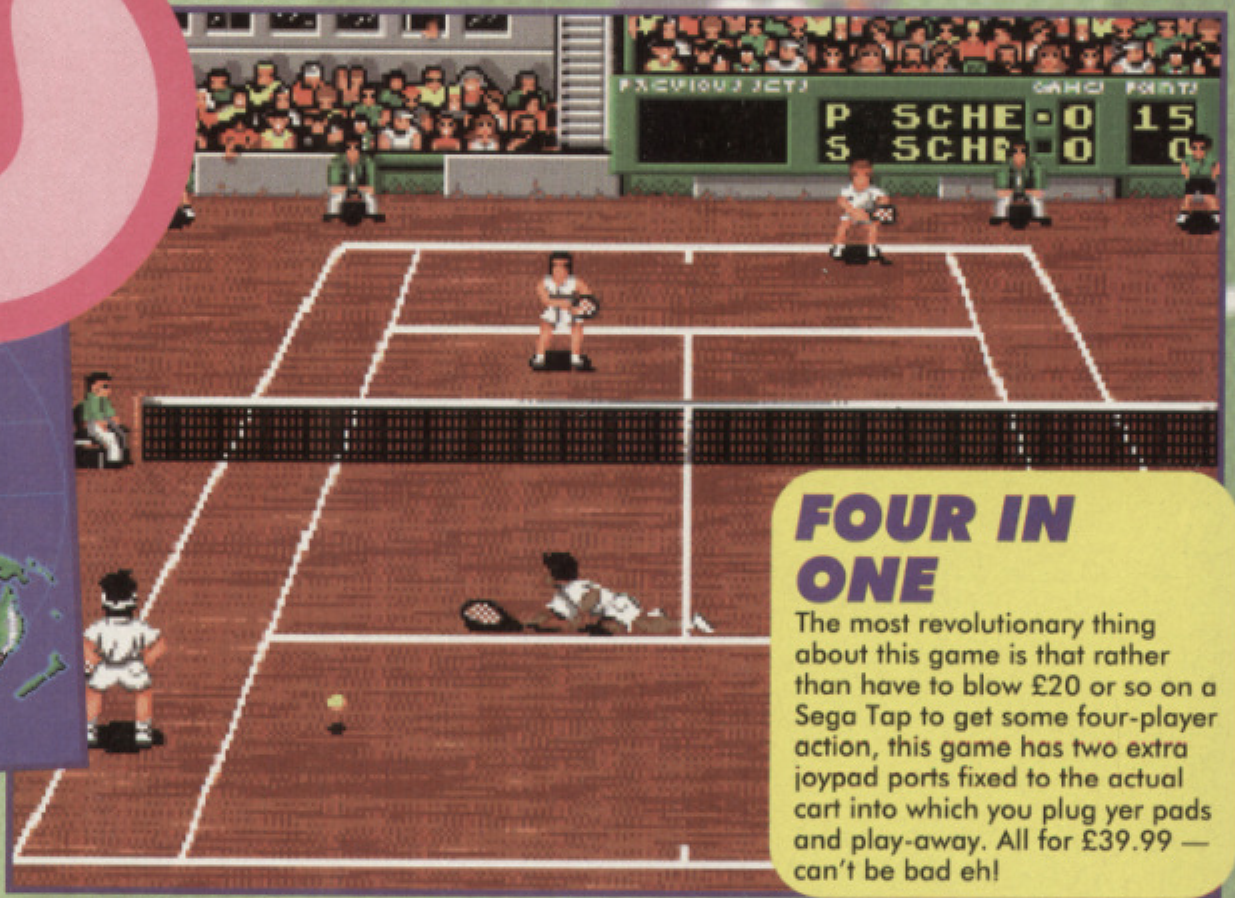






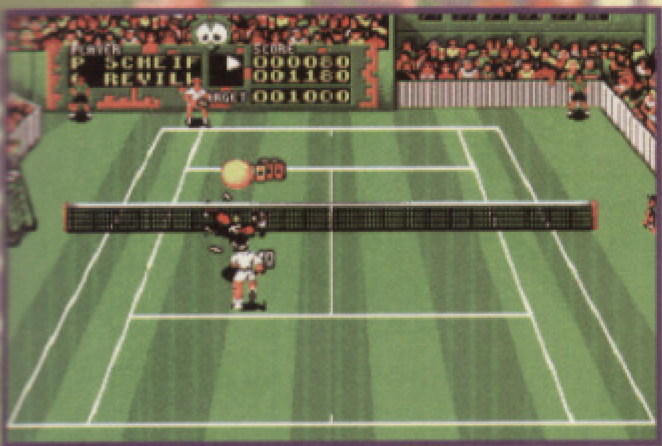


▲ *It's our very own London, God 'elp yer guvnor.*



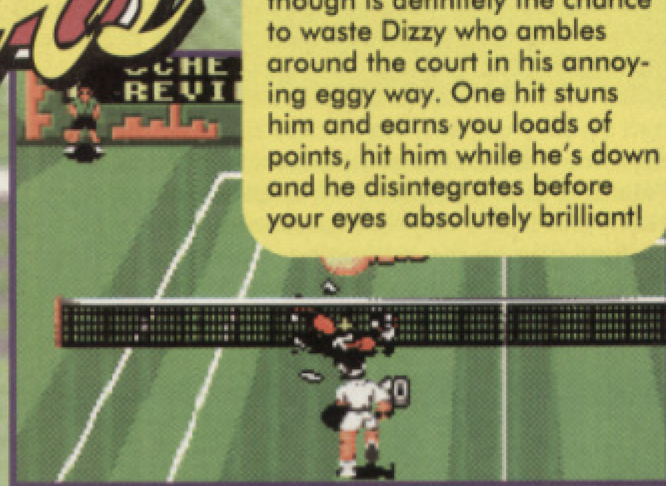
FOUR IN ONE

The most revolutionary thing about this game is that rather than have to blow £20 or so on a Sega Tap to get some four-player action, this game has two extra joypad ports fixed to the actual cart into which you plug yer pads and play-away. All for £39.99 — can't be bad eh!



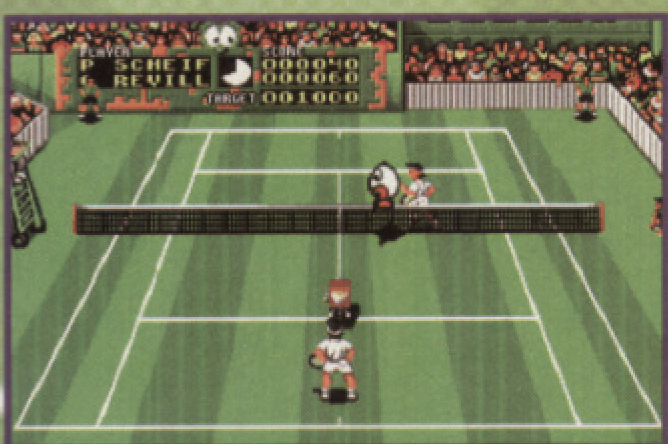




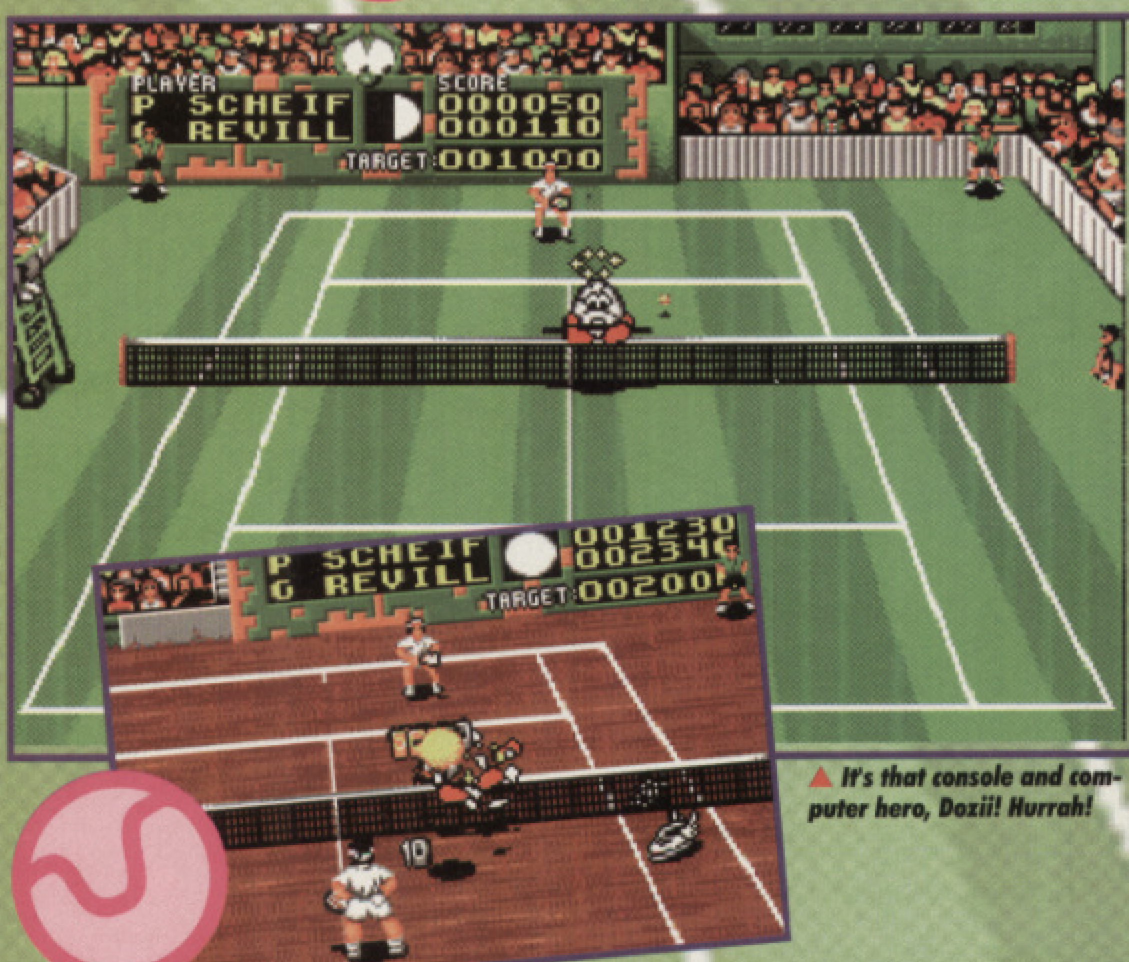


IZZY WIZZY LET'S KILL DIZZY

Just in case you get bored of playing straight tennis, Codemasters' have very kindly included a wacky mode appropriately called Crazy Tennis. This has you thrashing around the court in the normal way but this time picking up icons to give you tennis with a difference. Balls become the size of beach-balls or peas, there's a speed-up and slow-down and a really neat one which throws your opponent's control method completely out of synch — or your own if you're not careful. A hand of fate also pops up occasionally and takes your shot for you. The best bit though is definitely the chance to waste Dizzy who ambles around the court in his annoying eggy way. One hit stuns him and earns you loads of points, hit him while he's down and he disintegrates before your eyes absolutely brilliant!



▲ *Play the 'dodge the bread-knife stalker' sub-game.*



▲ *It's that console and computer hero, Dozii! Hurrah!*

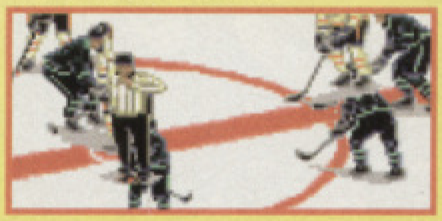
1-4 PLAYERS	RELEASE	MAY
	BY	CODEMASTERS
	PRICE	£34.99
PERCENT COMPLETE		

BRETT HULL HOCKEY



Hockey has never been a massive game on these Isles. Well, not among the Southern softies. The Celts have always known how to have a good time with a bent stick in the grand old game of Shinty, which involves battering your opponent about the legs with a walking stick whilst occasionally striking a small ball.
In America the concept was inevitably twisted. The violence remains, but the new angle is the playing surface: ice. In a nation mad about spectator sports, ice hockey receives some of the most rabid support. All the elements are there — injury, speed and lots of action. Also, all sports need heroes, and Brett Hull is the current undisputed luvvie of the ice hockey fraternity.
Which neatly explains why Accolade have signed him up for their new ice hockey sim. The third in the Accolade Sports series (after the debaculous Péle and Charles Barkley's basketball), Accolade claim that Hull's contribution is more than a gap-toothed grin on the packaging. Consistent with their game series, he adds his expertise to the game design.
At the moment the cart spec is impressive. There's a wide-range of game options, including a huge 84 game season that may just take a few sessions. Luckily, a battery back-up is provided to keep your teams and their stats. All sorts of coaching options and a shoot-out practice take up the space. At the heart of the presentation Accolade promise a fast-moving, high-scoring and fun game. Will our reviewers say the same? The imminent MEAN MACHINES review will reveal all.





KEVIN CODNER IN SINK OR SWIM

In Codemasters' continued search for the new Dizzy, comes one Kevin Codner — hero extraordinaire. Assuming the role of Robocod's piscine rival, Codemasters have dropped our scaly hero on a sinking ship with the orders of rescue a set number of people within a limited time. Sink Or Swim adopts a a Lemmings-style puzzle element, involving life-jackets, rafts and other flotsam as the hapless survivors are swept upscreen by an ever-rising tide of water.

Our Kevin is a bit of a versatile fellow to say the least and can run, jump and climb across the assorted ladder and platform-laden decks which make up each room. Within each, a number of the said survivors can be found paddling helplessly, and will follow Kevin as he rearranges the conveyors and ledges to the floating masses are guided safely past crushers and furnaces. A small concession is made for little accidents but, on the whole, over 80% of the people must be escorted to the level exit.

Kevin's task takes him across over eighty rooms, each of which adds more hazards. At present the game is roughly three-quarters complete, and Codemasters hope it will form part of their new, cut-price range. Whether its low price is worthwhile or if Codner is false economy will be revealed in the next few issues...

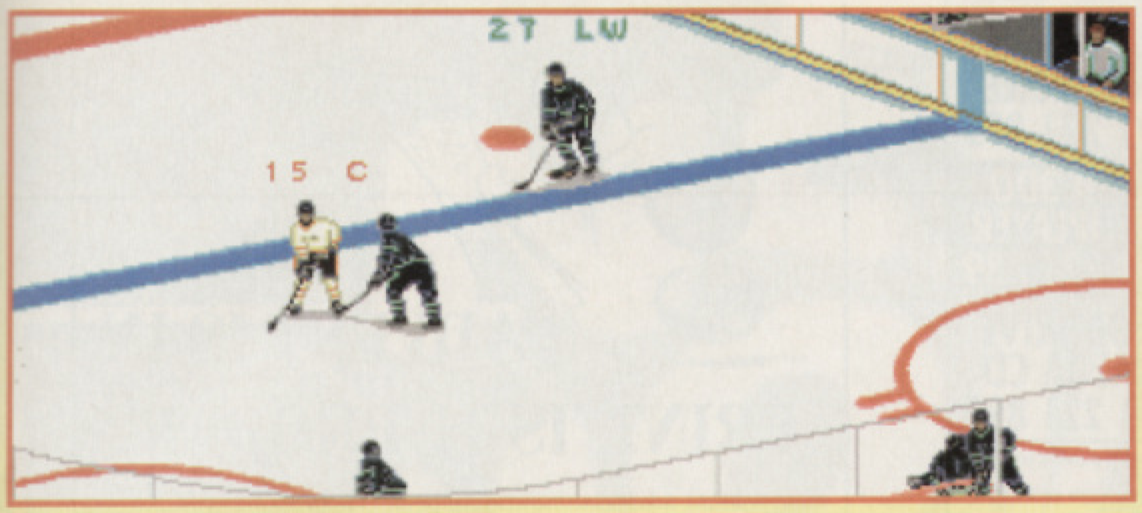


1 PLAYERS

RELEASE	TBA
BY	CODEMASTERS
PRICE	TBA

PERCENT COMPLETE





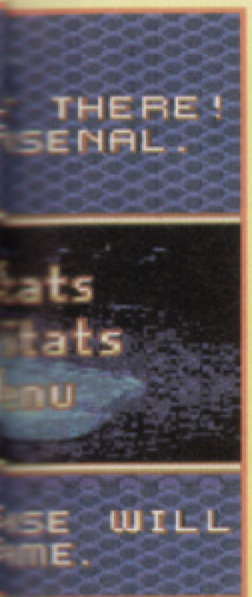
1-4 PLAYERS

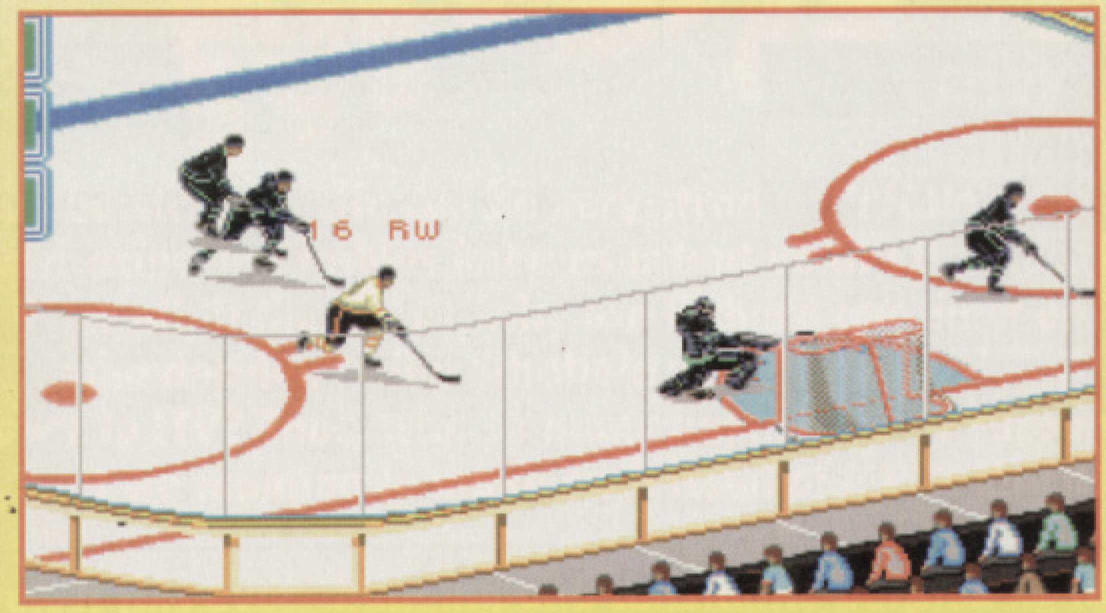
RELEASE MAY

BY ACCOLADE

PRICE TBA

PERCENT COMPLETE

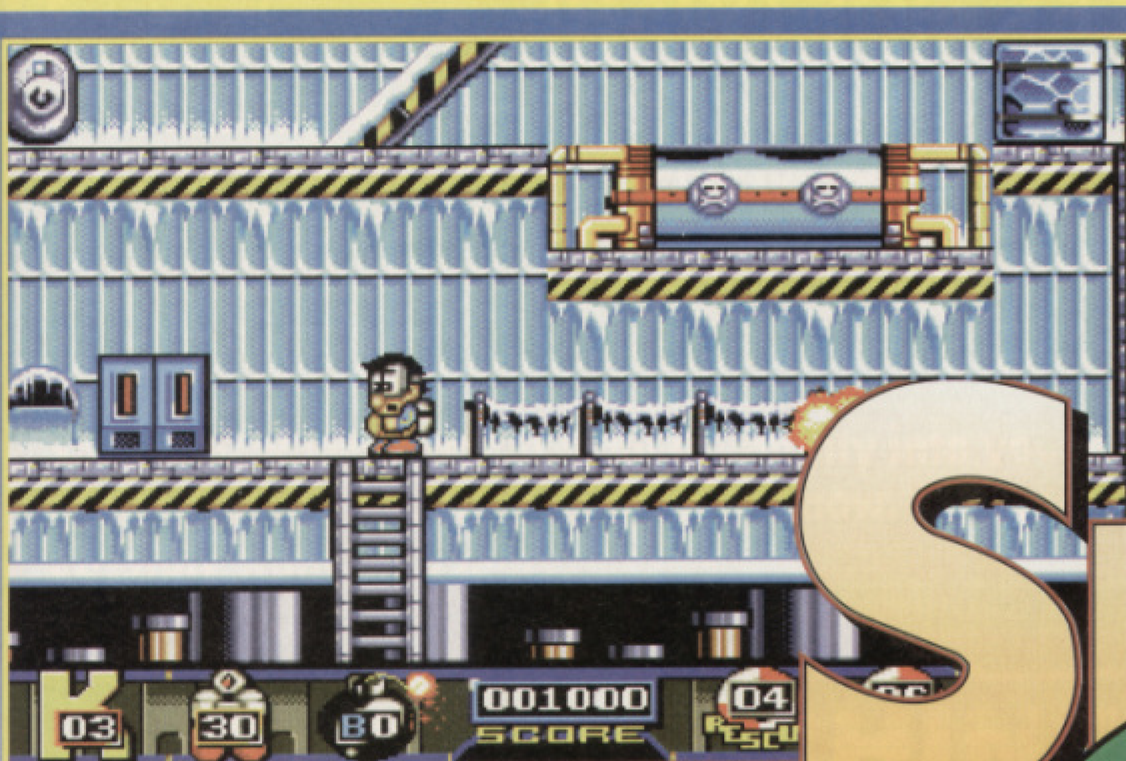


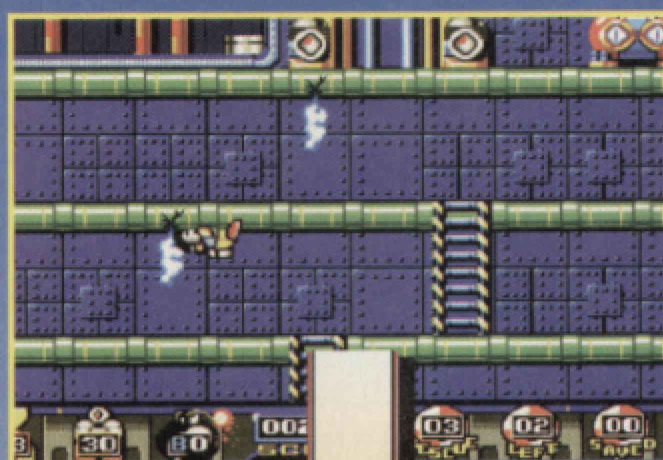


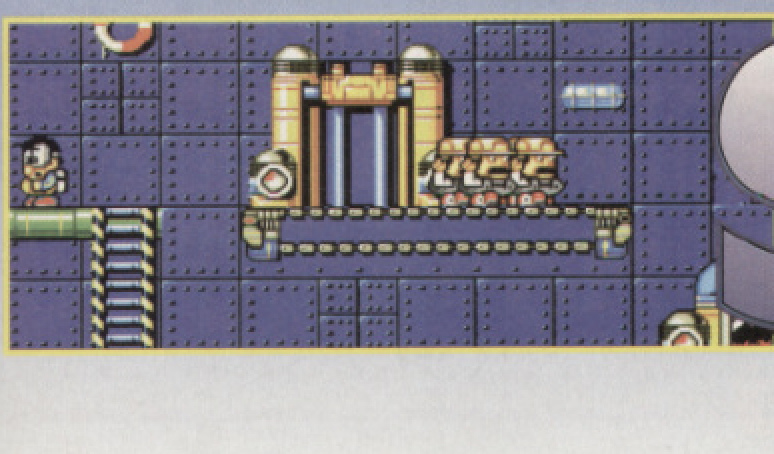


▲ *As the coach sat relaxed looking out over Philadelphia he thought he'd have a look at the team stats.*

Sink OR Swim







NEXT MONTH

Life can be strange. Life can be very strange. It follows no linear path, and it's little intricacies and foibles keep us attentive at all times. There is no logic to life either. After all, if there was, why are Richard and Judy on TV ever weekday morning? And who decided Philip Schofield was worth paying thousands of pounds for to move over to ITV? Thus, with so many hazards to be faced in everyday life, it's surprising that we manage to make each issue of MEAN MACHINES SEGA so good.

However, if this ever-changing and constantly perplexing life, one thing can be banked on: MEAN MACHINES SEGA's May issue is going to be nothing short of excellent. Rare diseases and Elephant stampedes withstanding, we'll have reviews of Virtua Racing, Subterrania, SoulStar, and Body Count, with a further stack of latest releases in the background vying for our attention. Oh, and providing a plague of boils don't sprout on the ends of our fingers to stop us writing, we'll also have the greatest batch of previews you're ever likely to see. Honest, some of the stuff we've got lined up will fair curl your hair...

So, if you want to add a little reliability into your life, reserve your copy of the May issue of MEAN MACHINES SEGA right now. It's got everything a Sega owner could possibly want. And more.

MEAN MACHINES SEGA — THE ORIGINAL AND STILL THE BEST!

Out 30th April — see you then...

HOW MUCH MORE DO YOU WANT TO KNOW?

- Do you want to find out about the best new peripherals for your Amiga?
- Is there more information about the latest music software and graphics packages?
- Is there more to the latest new games?
- How do you push your hardware to the limits?

Find out more, more and more again.

Get CU Amiga – the comprehensive one–stop shop for everything Amiga!



OUT, STUFFED FULL OF INFORMATION, ON THE 19TH OF EVERY MONTH!



MEGADRIVE & MEGA CD DEALS

ALL GENUINE UK VERSIONS

STAR BUY — MEGADRIVE 1 WITH SONIC 2
TWO SEGA CONTROL PADS 99.99

STAR BUY — MEGADRIVE 1 WITH FOUR GAMES
TWO SEGA CONTROL PADS, SONIC THE HEDGEHOG, REVENGE OF SHINOBI, STREETS OF RAGE AND GOLDEN AXE. ...114.99

MEGADRIVE 2 WITH ALADDIN & TWO SEGA CONTROL PADS. 114.99

MEGADRIVE 2 WITH SIX GAMES
TWO SEGA CONTROL PADS, REVENGE OF SHINOBI, GOLDEN AXE, STREETS OF RAGE, SUPER MONACO GRAND PRIX, SUPER THUNDERBLADE, ALIEN STORM. 129.99

MEGADRIVE 2 WITH SONIC 3 & TWO SEGA CONTROL PADS.
AVAILABLE END FEBRUARY 124.99

MEGA CD 2 UNIT FOR SEGA MEGADRIVE
WITH SOL FEACE, COBRA COMMAND, SEGA CLASSICS (COLUMNS, SUPER MONACO GRAND PRIX, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI). CONNECTS TO MEGADRIVE 1 OR 2 TO PLAY MEGA CD TITLES.
(DOES NOT INCLUDE MEGADRIVE) 219.99

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

SONY KVM1400 14" FST COLOUR SCART TELEVISION/MONITOR



WITH REMOTE CONTTROL, 60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE OR SNES).

SONY TV (GREY)......194.99
SONY TV (WHITE) ...194.99
SONY TV WITH FASTEXT 249.99



MEGADRIVE GAMES

ADDAMS FAMILY •	34.99
AERO THE ACROBAT •	37.99
ALADDIN	39.99
ASTERIX - THE GREAT RESCUE	39.99
BARKLEY SHUT UP AMD JAM! (BASKETBALL) (EA FOUR PLAYER GAME) •	29.99
BLADES OF VENGEANCE	35.99
BRETT HULL HOCKEY	31.99
BUBSY BOBCAT	30.49
CASTLEVANIA - THE NEW GENERATION •	37.99
CHAMPIONS SOCCER •	38.99
CHUCK ROCK 2: SON OF CHUCK	35.99
CLIFFHANGER	30.99
COSMIC SPACEHEAD	31.99
CRASH DUMMIES •	34.99
DAVIS CUP TENNIS	35.99
DESERT STRIKE	30.49
DR. ROBOTNIKS MEAN BEAN MACHINE •	35.99
DRACULA	30.99
DRAGON'S FURY	19.99
DRAGON'S REVENGE •	32.99
EA SPORTS SOCCER (EA FOUR PLAYER GAME)	36.49
ECCO (DOLPHIN)	30.49
ETERNAL CHAMPIONS •	47.99
EURO CLUB SOCCER	15.99
F117 •	35.99
FANTASTIC DIZZY	31.49
FATAL FURY	35.99
FLASHBACK	35.99
FORMULA ONE RACING	39.99
GAUNTLET 4	36.49
GENERAL CHAOS (EA FOUR PLAYER GAME)	35.99
GHOULS N GHOSTS	17.99
GODS	29.99
GREATEST HEAVYWEIGHTS •	47.99
GUNSHIP •	35.99
HAUNTING	39.99
HOOK	30.99
INTERNATIONAL RUGBY (RUGBY 2)	35.99
JAMES POND 3	35.99
JOHN MADDEN '93	16.99
JOHN MADDEN '94	39.99
JOHN MADDEN AND EA ICE HOCKEY	31.49
JUNGLE STRIKE	35.99
JURASSIC PARK	39.99
LEMMINGS	18.99
LETHAL ENFORCERS (WITH LIGHT GUN)	54.99
LOTUS 2 (R.E.C.S.) •	35.99
MEGA GAMES 1 (WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON)	15.99
MEGA-LO-MANIA	35.99
MICKEY AND DONALD - WORLD OF ILLUSION	19.99
MICRO MACHINES	28.49
MIG 29 FIGHTER PILOT	35.99
MORTAL KOMBAT	37.99
MUHAMMAD ALI BOXING	35.99
MUTANT LEAGUE FOOTBALL	31.99
MUTANT LEAGUE HOCKEY •	39.99
NBA SHOWDOWN •	43.99
NHL HOCKEY '94 (EA FOUR PLAYER GAME)	36.49
NHL PA ICE HOCKEY '93	17.99
NORMY'S BEACH BABE •	35.99
OTTIFANT	36.49
PGA EUROPEAN TOUR •	35.99
PGA GOLF 2	30.49
PINK PANTHER	39.99
POPULOUS	31.99
POPULOUS 2	35.99
PUGGSY	30.99
ROBOCOP 3 •	34.99
ROBOCOP VS TERMINATOR	39.99
ROCKET KNIGHT ADVENTURES	35.49
SENSIBLE SOCCER	30.99
SHINOBI 3 (RETURN OF THE NINJA MASTER)	35.99
SKITCHIN' •	39.99
SONIC 2	17.99
SONIC 3	47.99
SONIC SPINBALL	35.99
SPEEDBALL 2	17.99
STREETFIGHTER 2 - CHAMPIONSHIP EDITION	47.99
STREETS OF RAGE	23.99
STREETS OF RAGE 2	35.49
STRIDER	23.99
SUMMER CHALLENGE	17.99
SUNSET RIDERS	30.49
SUPER KICK OFF	32.99
SWORD OF VERMILLION	27.49
SYLVESTER AND TWEETY	34.99
TAZMANIA	24.99
TEENAGE MUTANT HERO TURTLES	35.49
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS	41.99
TELSTAR DOUBLE PACK - ANOTHER WORLD AND SPEEDBALL 2 •	39.99
TELSTAR DOUBLE PACK - BACK TO THE FUTURE 3 AND BATMAN RETURNS •	39.99
TELSTAR DOUBLE PACK - BATMAN AND TERMINATOR •	34.99
TELSTAR DOUBLE PACK - COOL SPOT AND GLOBAL GLADIATORS •	39.99
TELSTAR DOUBLE PACK - CORPORATION AND AQUATIC GAMES •	39.99
TELSTAR DOUBLE PACK - LHX ATTACK CHOPPER AND SHADOW OF THE BEAST •	34.99
THUNDERFORCE 4	23.99
TINY TOONS	31.99
TOE JAM AND EARL 2 •	39.99
ULTIMATE SOCCER	35.99
VISIONARY (WAS BODY COUNT)	36.49
WINTER GAMES	17.99
WINTER OLYMPICS	39.99
WIZ 'N' LIZ	30.99
WWF ROYAL RUMBLE	43.99
WWF WRESTLEMANIA	19.99
X-MEN	31.99
ZOMBIES	32.99
ZOOL	36.49

MEGA CD GAMES

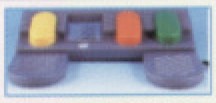
BATMAN RETURNS	39.99
BEAST 2	29.99
BILL WALSH COLLEGE FOOTBALL •	32.99
CHUCK ROCK 2: SON OF CHUCK	36.49
CLIFFHANGER •	30.99
DRACULA	36.49
DUNE	36.49
ECCO THE DOLPHIN	36.49
FINAL FIGHT	32.49
FLASHBACK •	39.99
GROUND ZERO TEXAS (RATED 13) •	39.99
HOOK	36.49
JAGUAR XJ220	36.49
JURASSIC PARK •	41.99
LETHAL ENFORCERS (WITH LIGHT GUN)	45.99
MICROCOSM	39.99
NHL ICE HOCKEY '94 •	32.99
NIGHT TRAP (2 CDS) RATED 15 YEARS OR OVER	39.49
POWERMONGER •	32.99
PRINCE OF PERSIA	34.49
PUGGSY	31.99
ROAD AVENGER	32.49
ROBO ALESTE	30.99
SEWER SHARK	36.99
SHERLOCK HOLMES 2	36.49
SILPHEED	39.99
SONIC CD	36.49
TERMINATOR	36.49
THUNDERHAWK	36.49
WOLF CHILD	24.99
WONDER DOG	35.99

FOR A FREE 12 PAGE COLOUR CATALOGUE PLEASE CALL 0279 600204

MEGADRIVE EXTRAS



FREEWHEEL STEERING WHEEL PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. CAN BE USED WITH FOOT PEDAL. 23.99



QUICKJOY FOOT PEDAL
(TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES - CAN BE USED WITH FREEWHEEL STEERING WHEEL) 19.99



STAR BUY — SAITEK MEGAMASTER II JOYSTICK FOR MEGADRIVE WITH AUTOFIRE AND SLOW MOTION MICROSWITCHED). 17.99

QS135 PYTHON JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) 9.99



PHASE 9 GRADUATE SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 13.99



LIGHT GUN FOR MEGADRIVE/MEGA CD LETHAL ENFORCERS GAME (COLOURS MAY VARY) 17.99





STAR BUY — QUICKJOY SG PROPAD 2 SIX BUTTON JOYPAD WITH AUTOFIRE AND SLOW MOTION. 15.99

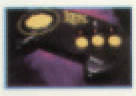


LOGIC 3 LOGIPAD SG. THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99



QS162 MAVERICK JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE) 12.99

TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 19.49



TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION) 9.99

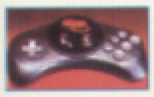




QUICKJOY SG PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 29.99



SAITEK MEGAGRIP IV FOR MEGADRIVE WITH AUTOFIRE 11.99



DRAGON FIGHTER 2 SIX BUTTON JOYPAD WITH AUTOFIRE & SLOW MOTION. 13.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys! 7.2.94

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) ...37.99

ACTION REPLAY PRO CARTRIDGE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.) ...36.99

LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) ...12.99

PROTECTOR CASES (UNIVERSAL) FOR MEGADRIVE CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC) ...6.99

DISCASE FOR SIX MEGA CDS AND INSTRUCTION BOOKS. IDEAL TO KEEP YOUR CDS AWAY FROM DUST AND MOISTURE. OFFICIAL SEGA LICENCED PRODUCT... 10.99

FOUR PLAYER ADAPTOR FOR MEGADRIVE. ALLOWS GAMES MARKED 'EA FOUR PLAYER GAME' IN CATALOGUE TO BE PLAYED BY FOUR PEOPLE SIMULTANEOUSLY. ...25.99

HI-FI AUDIO LEAD - MEGADRIVE 1 TO STEREO (1.2 METRES, 3.5MM JACK PLUG TO 2 PHONO PLUGS) ...6.99

MONITOR LEAD - MEGADRIVE 2 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR ...10.99

MONITOR LEAD - MEGADRIVE1 TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR ...8.99

SCART LEAD - MEGADRIVE 1 TO TV WITH SCART INPUT ...9.99

SCART LEAD - MEGADRIVE 2 TO TV WITH SCART INPUT ...9.99

GAME GEAR DEALS



GAME GEAR WITH COLUMNS GAME
(NO MAINS ADAPTOR)
GENUINE UK VERSION. 69.99

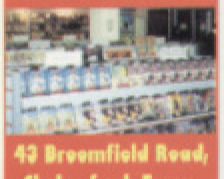
GAME GEAR WITH FOUR GAMES
(NO MAINS ADAPTOR) CHAMPIONSHIP TENNIS, PENALTY KICK, COLUMNS FLASH AND PAN AMERICAN ROAD RALLY GAMES ON ONE CARTRIDGE.
GENUINE UK VERSION 89.99

ADDAMS FAMILY	25.99
ALADDIN •	26.99
ASTERIX 2 - THE SECRET MISSION	24.49
BATTLETOADS	24.99
C.J. - ELEPHANT FUGITIVE	23.49
CHUCK ROCK 2: SON OF CHUCK	25.49
COLUMNS	12.99
COOL SPOT	24.49
COSMIC SPACEHEAD	23.99
DESERT STRIKE	24.49
DINO BASHERS	23.99
DONALD DUCK 2	24.49
DR. ROBOTNIK'S MEAN BEAN MACHINE •	26.99
DRACULA	22.99
ECCO THE DOLPHIN	25.49
FANTASTIC DIZZY	23.49
FIRE AND ICE •	26.99
FORMULA ONE RACING	25.49
GLOBAL GLADIATORS (MIC & MAC)	25.49
HOOK	22.99
JAMES BOND 007	25.49
JUNGLE BOOK	24.49
JURASSIC PARK	25.49
MICKEY MOUSE 2	25.49
MICRO MACHINES	23.99
MORTAL KOMBAT	30.99
NINJA GAIDEN	17.49
PGA TOUR GOLF	24.49
PRINCE OF PERSIA	23.49
ROAD RASH •	26.99
ROAD RUNNER (DESERT SPEED TRAP)	25.49
ROBOCOD	25.49
ROBOCOP 3	25.99
ROBOCOP VS TERMINATOR	24.49
SENNA SUPER MONACO	23.99
SENSIBLE SOCCER	22.99
SONIC 2	21.99
SONIC CHAOS	24.49
SONIC THE HEDGEHOG	16.99
SPIDERMAN AND X MEN •	30.99
STAR WARS	24.49
STREETS OF RAGE	20.49
STREETS OF RAGE 2	25.49
SUPER CEASARS PALACE •	26.99
SUPER MONACO GP	15.49
SUPER OFF ROAD RACER	23.49
SUPER SPACE INVADERS	23.49
TAZMANIA	23.49
TELSTAR DOUBLE PACK - BATMAN RETURNS AND BART VS SPACE MUTANTS •	29.99
TENGEN WORLD CUP SOCCER	25.49
TERMINATOR 2 - THE ARCADE GAME •	30.99
TOM AND JERRY	20.49
ULTIMATE SOCCER	25.49
WINTER OLYMPICS	24.49
WWF STEEL CAGE CHALLENGE	25.99
ZOOL	24.49

LOTS OF GAME GEAR PERIPHERALS AVAILABLE PLEASE CALL

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK



43 Broomfield Road, Chelmsford, Essex.

Special Reserve

The Games Club

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine
CHOOSE from our Huge Selection
BUY at Best Possible Prices
SAVE with our Special Deals
SAVE more with our XS Coupons
WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!
Order/Confirmation/Receipt sent for every order.
You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E. & O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG. All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON TELEPHONED ORDERS.(UK)
(PLEASE PRINT IN BLOCK CAPITALS) **THAW**

Name____________________

Address____________________

____

__________ Postcode __________

Phone __________ Machine__________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00

item____________________

item____________________

item____________________

item____________________

ALL PRICES INCLUDE UK POSTAGE & VAT £

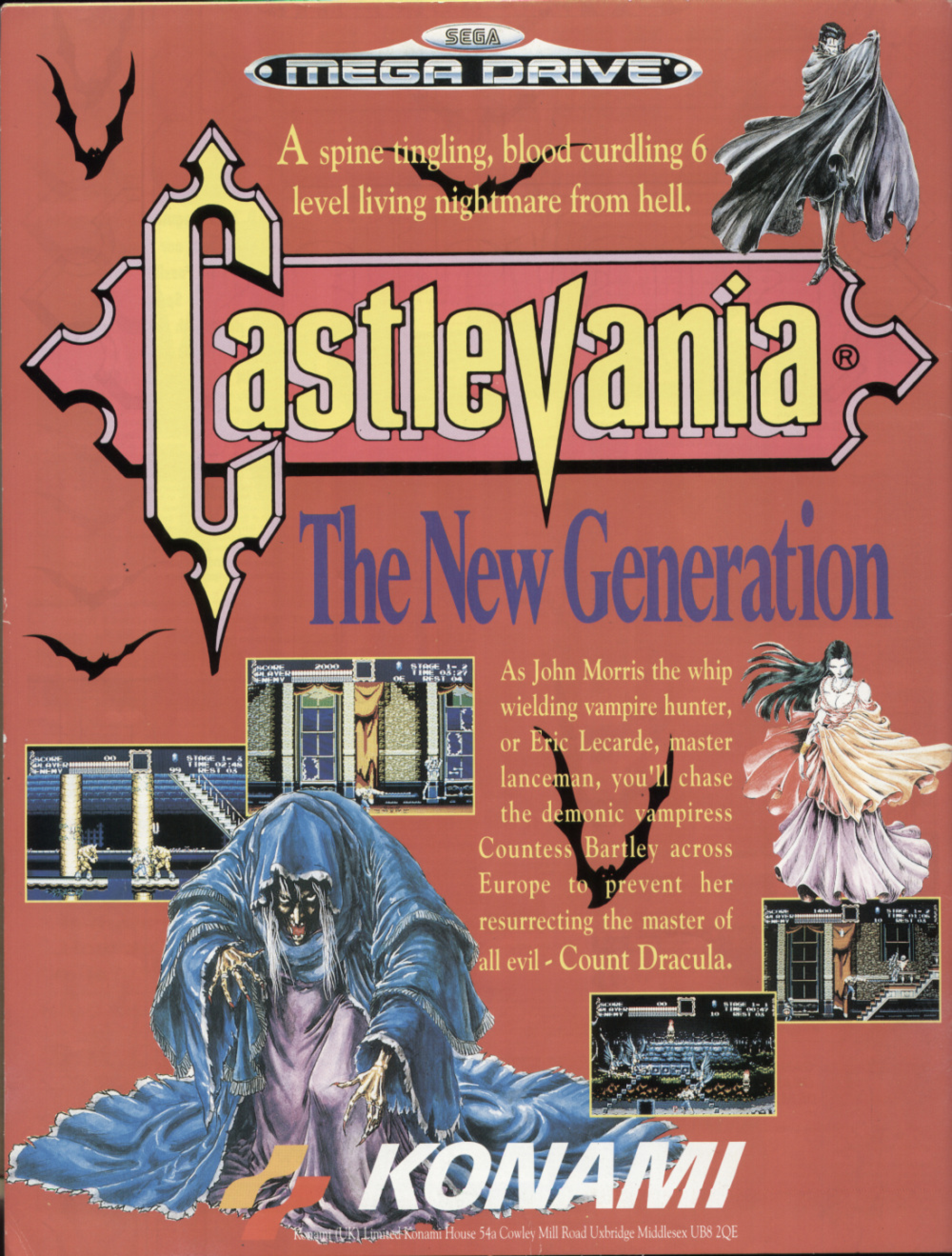
Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No______)

Card
expiry date________ Signature____________________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.

Overseas orders must be paid by credit card.


SEGA
MEGA DRIVE
A spine tingling, blood curdling 6 level living nightmare from hell.
Castlevania®
The New Generation
As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.
KONAMI
Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE